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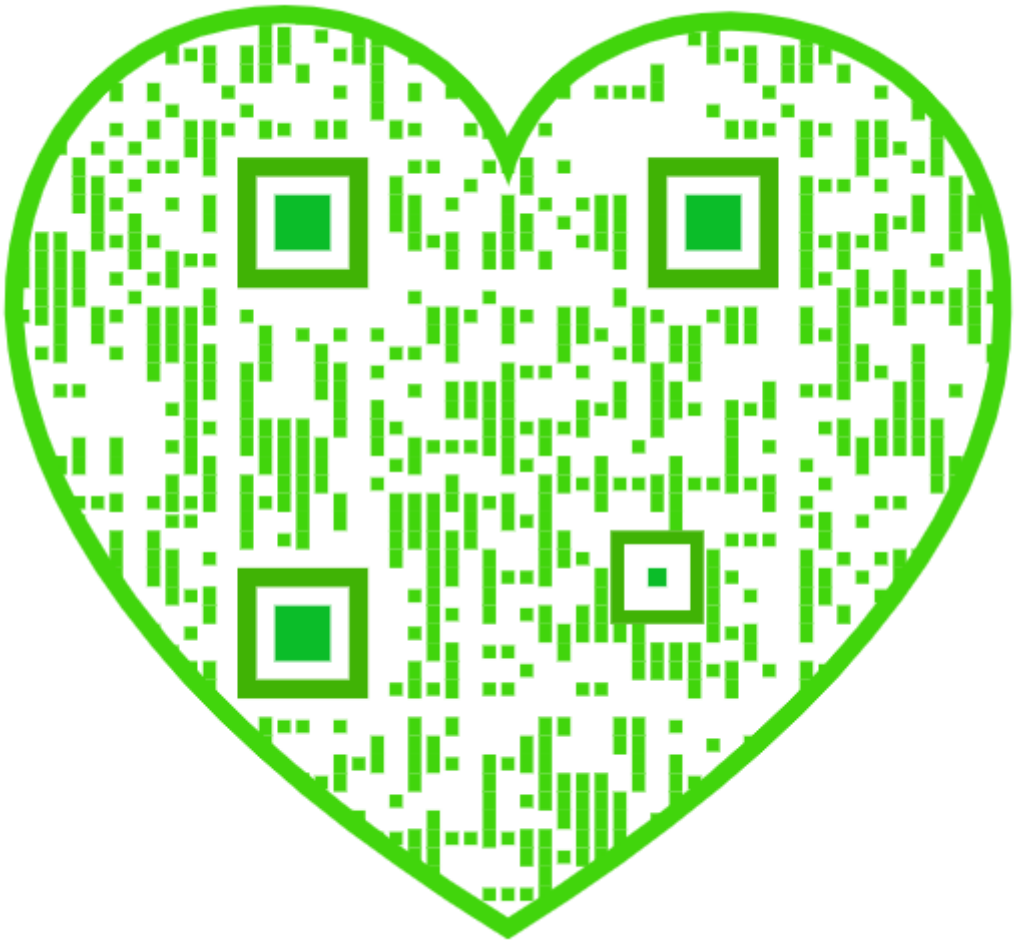

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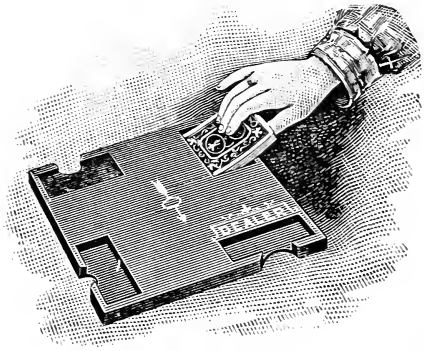

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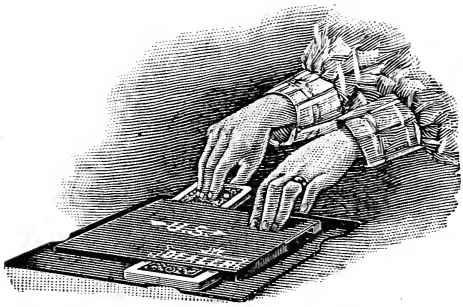

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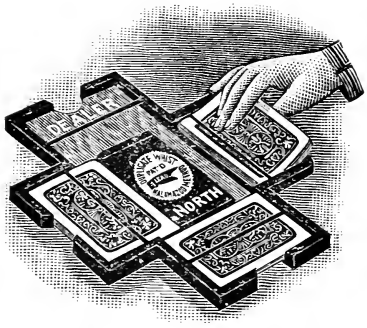


KALAMAZOO TRAY.

Whist.

The game of Whist is played with a full pack of fifty-two cards, by four players, as partners. The cards are all dealt around to the left, one at a time, and the last card is turned face up for trump. This trump card remains exposed on the table until it is the dealer's turn to play to the first trick, when he may take it into his hand.

The player at the dealer's left leads, and the following of suit is obligatory. Where none of the suit led is held, the trick may be trumped, or a card of any other suit may be thrown on it. The highest trump played, or, if no trumps are played, the highest card of the suit led, wins the trick. The winner leads for the next trick.

The first six tricks taken in are called a "book," and count nothing. Each trick over six counts one point for game. The tricks are kept separate as they are taken in, and when the book (six tricks) is complete, it is gathered, together and laid to one side.

Seven points are game.*

Scoring.—The penalty for a revoke (see Laws) takes precedence over all other scores. Tricks score next and honors last.

Honors.*—If it is desired by the players, the following points may be scored for Honors—the Honors being the Ace, King, Queen and Jack of trumps:

If a player and his partner, either separately or in their combined hands, hold:

I. The four Honors, score four points.

II. Any three Honors, score two points.

Less than three Honors score nothing.

*These are only applicable to the English or five-point game.

Players who at the beginning of the hand need only one point to score out can not score for Honors, but must win the odd trick to score out.

The odd trick is the seventh trick taken in—the trick taken after the book has been completed.

Honors must be claimed and scored before the trump card is turned for the next deal, or not at all.

Singles, Doubles and Trebles.*—The winners score:

I. A treble (3 points), when adversaries have failed to score.
II. A double (2 points), when adversaries have scored one or two.
III. A single (1 point), when adversaries have scored three or four.

The Rubber.*—The rubber is the best two out of three games. If one side wins the first two games, the third is not played. Where the game is played for stakes, the winners of the rubber add two points to their score. Should the third game have been played to decide the rubber, the net winnings are computed by subtracting the score of the losers from the entire score of the winners for the two games they won, with two points for the rubber added.

Principles and Theory.—"Whist is the best of all card games, combining chance and skill in very pleasing proportions. It is played by four persons—two as partners against the other two. The object of the game is to take as many tricks as possible. All must follow suit when they can. The cards take according to their rank, in the following order: Ace, King, Queen, Knave (or Jack), Ten, etc., down to the Two. The trump suit is the most effective, as any trump will take any card of a plain suit. Tricks are won by high cards, by trumps, and by the remaining, or "long" cards of a plain suit, of which the other players have none. This is called the establishment and bringing-in of a suit. As it is about the only method which can be planned for from the outset of the hand, every hand is or should be opened on that theory. Subsequent developments may, however, require a change of plan. Another reason for opening the hand with the long suit is to inform partner. The combination of partners' hands is the basis of all play, it being more important to inform partner than to deceive the adversaries."

The above statement is by FISHER AMES, author of "*A Practical Guide to Whist*," "*American Leads at Whist*," "*The Ames' Whist Lesson Cards*," etc., and sets forth the theory of the "LONG SUIT SYSTEM,' so called, which is the basis of the "Standard System of Play" of the American Whist League.

*These are only applicable to the English or five-point game.

REPORT OF THE

Committee on System of Play

As presented to the Eighth American Whist Congress at Boston, July, 1898, and adopted by the American Whist League by vote of the Ninth Congress at Chicago, July, 1899.

GENTLEMEN: The committee, appointed at the annual meeting of the American Whist League in Brooklyn, 1896, to prepare and recommend a system of play which might be endorsed by the League at some subsequent meeting with a view to the establishment of a uniform method of play, begs to submit herewith its report.

First of all your committee desires to express its conviction that what is commonly known as the long suit system at Whist is the most scientific, is productive of the highest intellectual pleasure and is the most successful in respect to trick making. Your committee therefore recommends this system.

It recommends also that this system be initiated and carried forward by the use of the number showing leads, the second, third and fourth hand plays, the conventional discards and signals, all of which together constitute what is commonly known as the system of American leads.

While it is true that the theory of the long suit system should pervade every hand from the first card played until the last, it is also evident that detailed methods of carrying that system forward must in the great majority of hands be limited to the first two or three rounds. Reason fortified by experience can indicate in detail methods by which the attack should be commenced, and as well the details of the beginning of the defense or the counter attack. But after the play of the hand is fairly under way, its development must, in the nature of the case, be left almost entirely to the individual judgment of the player.

A few general and, for the most part, obvious rules may be given for leading trumps, for abandoning one's suit and playing for partner's or the reverse, for forcing or refusing to force, but the vast majority of situations after the play of the hand is commenced must be resolved by each Whist player for himself.

Your committee therefore understands that its work will be completed when it recommends a system of original leads, second, third and fourth hand plays to such leads, return leads by partner, secondary leads, and, in addition, a system of discarding to show strength or weakness, length, command, etc. It understands also that such a recommendation is now deemed advisable because some minor and for the most part unimportant differences obtain among Whist players who

use the long suit system and because it is believed that uniformity in these details would enhance alike the value and the pleasure of the game. Your committee recommends the following system of play:

ORIGINAL LEADS. PLAIN SUITS.

No. of Cards in Suit Holding	4 Lead Follow	5 Lead Follow	6 Lead Follow	7 Lead Follow
A. K. Q. J.	K. J.	J. A.	J. K.	J. Q.
A. K. Q.	K. Q.	Q. A.	Q. K.	Q. K.
A. K.	K. A.	A. K.	A. K.	A. K.
A. Q. J.	A. Q.	A. J.	A. J.	A. J.
A. Q. or J.	4th	4th	A. 4th	A. 4th
A.	4th	4th	A. 4th	A. 4th
K. Q. J.	K. J.	J. K.	J. Q.	J. Q.
K. Q.	K.	Q. 4th	Q. 4th	Q. 4th
Q. J. 10	10 Q.	10 J.	10 J.	10 J.

Holding any other combinations, 4th best.

In trumps, open as above, except as follows:

Holding	4 Lead Follow	5 Lead Follow	6 Lead Follow	7 Lead Follow
A. K.	4th K.	4th K.	4th K.	A. K.
A. K. J.	4th K.	4th K.	A. K.	A. K.
A. K. 10	4th K.	4th K.	A. K.	A. K.
A. Q. or J.	4th	4th	4th	4th
A.	4th	4th	4th	4th
K. Q.	4th	4th	4th	4th
K. Q. 10	4th	4th	Q.	Q.

Second Hand Plays to Original Leads.—Play low, on low card led. except as follows:

Holding

A. K. and one or more small, play K. in plain suit.

K. Q. and one small, play Q.

K. Q. and two or more small, play Q. in plain suits.

Q. J. and one small, play J.

J. 10 and one small, play 10.

A. Q. J. and one or more small, play J.

A. Q. 10 and one or more small in plain suit.

The play of the small card is preferable unless you want the lead, and hope by playing the 10 to hold the trick and then lead trumps to open your own suit.

If opponents have opened your only strong suit, and you are weak in trumps, and the remainder of your hand does not warrant a short lead of trumps or suit, play low.

Your partner has an even chance of winning the trick fourth hand, and he may be able from the fall of the cards to place the tenace in the suit with you. The risk of third hand winning the trick cheaply may be more than counterbalanced by the disadvantage of being left in the lead should 10 hold the trick.

K. and one, play King only on 9 led in plain suits.

K. and one, play King in trumps. Cover high card led, holding a fourchette.

Simply cover original lead, when holding all the winning cards, as determined by Foster's Eleven Rule, assuming the card led to be the fourth best. For example, play 10 from A. K. 10 on 8 led; play 8 from A. Q. 10, 8 on 7 led, etc.

Holding A. and one or more small, play A. on K. Q. or J. led, as an original lead.

Third Hand Play.—Holding A. Q. alone, play A. return Q.

Holding A. Q. and others, play Q. return A.

Holding A. K. and two or more, play A. return K.

Holding other combinations, play highest card except when in sequence, then play lowest of the sequence.

Holding originally three of partner's suit, return highest remaining in hand. When not compelled to play a higher card than a card led, holding four or more of suit, play third best, to show four or more and to unblock.

On winning partner's original lead, or when next in the lead, return partner's suit at once, unless holding a five-card suit with at least two honors, or a four-card suit with at least three honors. The return of partner's suit becomes more imperative if from the fall of the cards he has presumably led a five-card suit.

Holding five of suit led originally by partner return winner if held, otherwise original fourth best. Always return partner's original trump lead.

Fourth Hand wins the trick as cheaply as possible and opens his own suit, which is generally better play than to lead through the adversary's suit.

Holding length and strength in the adversary's suit, a trump lead is sometimes advisable from a hand that would not otherwise warrant an original lead of trumps.

Discard.—When trump strength is declared with partner, discard weakest suit.

When trumps are led by adversary, discard strong suit: discard to show command when holding A. by discarding a higher and afterwards playing a lower card when the suit is led, unless obliged to play high. For example, discard 4 from A. J. 9, 4, 3. and play 3 second hand, on opponent's lead, or third hand on partner's lead of Q. or 10.

Ordinarily two discards from your strong suit can not be made with safety unless you hold at least six cards in the suit.

Endeavor to protect Q. twice guarded and J. or 10 thrice guarded of the suit that is evidently your opponent's strong suit.

Discard preparing to show command when holding K. or Q. unless cards are of such value that the discard of the third or fourth best is likely to result in loss, as K. Q. 10. 2—four in suit.

As the first discard on adversary's lead of trumps indicates partner's strong suit, that suit should be led particularly when holding an honor or a finessing card and also when the size of the card discarded may indicate that he probably has command or that the suit is likely to be established on the first round; except when holding an established

suit of your own, and in that event his suit should be led before parting with the control of your own suit. In leading to partner's suit lead top of 3 or less. Lead A. from 4 or more in the suit; from other combinations lead same as "original plain suit leads." After having discarded to show strong suit or if trumps are led by adversary after you have shown your strong suit by an original lead, discard weakest suit.

Subsequent discards should be made with a view of showing command if held, as 6 from A. 6, 4, or preparing to show command or re-entry as 4 from K. Q. 6, 4, 2, so that partner may know which suit to lead, should he have no more of your original strong suit.

Trump Call.—The conventional call for trumps by playing an unnecessarily high card and afterwards a lower card is so universally recognized as a valuable and important adjunct to the game, that it requires no discussion at our hands.

Ordinarily, the call for trumps should be made when the hand is sufficiently strong to have led trumps from as an original lead, except when holding five small trumps. In that case, it is obviously better to wait and lead them yourself, thereby perhaps enabling partner to win with an honor that would otherwise be sacrificed in responding to a call.

Holding four or more trumps, signal in plain suit, if partner has called for trumps, and neither of you has been in to lead them, otherwise he would infer that you hold three trumps or less.

Trumps.—Lead from five or more trumps, regardless of their size or your strength in plain suits. This is not intended to be inviolable, as there are exceptional hands when any good player's judgment will dictate a different line of play; but for the majority of hands having the original lead and five or more trumps, the trump lead is recommended.

Four small trumps and no suit is a speculative hand, and the trump is likely to be the best lead. With four trumps and a four-card plain suit, and weak side suits, lead the plain suit.

On Partner's Original Lead of Trumps.—When not compelled to play higher than card led, holding four trumps, play third best and follow with fourth best.

With five or more trumps, play third best, then fourth best, holding up the small card or cards.

Holding three or less, play lowest.

Holding four or more trumps, some of which are in sequence, as 10, 9, 8, 3, play 10 and then 9, whether obliged to play higher than card led or not. On partner's low trump led, holding four or more trumps, including the turned trump, and one or more in sequence above the turned trump, as Q. J. 6, 4, (J. turned), play Q. to show immediately that you have four or more.

Holding K. Q. and two or three trumps and cards of immediate re-entry in suit, play K. on partner's low trump led, and return Q. if K. holds the trick or when next in the lead.

Without cards of re-entry in suit, the play of K. if won by A. might deter partner from going on with the trumps if he has led from 4, as he would be likely to place Q. with opponents.

Return of Partner's Original Trump Lead.—Return winner, if held.

Return highest if you held three or less originally.

Lowest if you held exactly four.

And original fourth best, if you held five or more.

When forced: holding five trumps, trump with fifth best and lead fourth best, if hand warrants trump lead.

Holding six trumps, trump with fifth best and lead fourth best, holding up sixth best, except from high card combinations, then lead accordingly.

Holding four trumps, trump with third best, except when it is a relatively high card, as 10 from K. Q. 10, 3.

If partner forces again, trump with fourth best; or if he leads trumps, and you are unable to hold the trick, play fourth best, or if you hold the trick, return fourth best. Should opponents lead trumps and your partner hold the trick second hand, and is marked with a losing card in adversaries' suit that you can trump, play fourth best. Should opponents lead trumps, play second best second hand, and second best fourth hand, if they hold the trick, holding up fourth best until later.

Leading Trumps on Partner's Call.—Lead top of three or less.

Lead A. regardless of number, and follow with original fourth best.

Lead from other combinations same as "Original Leads."

Trumping in and Leading on Partner's Call.—With four trumps, trump with third best, and lead top of remaining cards, if it be an honor or a finessing card, and play fourth best later. Holding four small trumps, trump with third best and lead fourth best.

With five trumps, trump with fourth best, lead fifth best; with Ace, trump with fourth best, lead A., then fifth best; with six trumps, trump with fourth best, lead fifth best, holding up sixth best; with Ace, trump with fourth best, lead A., then fifth best, holding up sixth best; except when holding high card combination, then lead accordingly.

The False Card lead, as a signal to come "thro' the honor turned," should be promptly obeyed by partner. This lead should not be made, however, without such combination as A. J., 10 and others, or A. Q., 10 and others, against the K. turned, or K. J., 9 or 10 and others against the Q. turned.

Holding a weak combination like A., 9, or 8, 6, 4, 3, against the K. or Q. turned, it is apparent that little could be gained by this signal, as you might be obliged to part with your high trump on first round, leaving the commanding trumps against you.

"Optional" Call for Trumps.—With four or more trumps and three or four cards of indifferent value in plain suit, play second best of the three and third best of the four, that you may be in a position to call for trumps, should the development of the hand warrant. This call need not be construed by partner as an imperative command to lead the trump, but as indicating trump strength and a willingness to have them led, and if partner has an established suit or a long suit that there is a reasonable change of making, he should venture a trump lead.

Changing Suit.—Avoid changing suit.

It is better to stick to your own suit until you have information as to partner's suit, and good reason to believe that it is better than yours. Many tricks are lost by "switching," and valuable re-entry cards killed

or taken out of partner's hand, without benefiting yours, but with a long, weak suit and weakness in trumps and lack of probable re-entry in side suits, it is frequently advisable to try for partner's suit, rather than persist in your own suit when subsequent leads will force partner without establishing the suit. Without information as to partner's suit and when obliged to change the suit, secondary leads should be made from your next best suit, leading low from four and from A. and two small, and high from K., Q. and one, and Q. J., and one, and J. and one or two.

Forcing Partner.—Refrain from forcing partner when you are weak in trumps, except: 1st, when he has shown a willingness to be forced, as by trumping, a doubtful trick, second hand; or, 2nd, when opponents are leading or calling for trumps and your partner has shown no strength in suit or trumps—while the adversaries apparently have an established suit, and sufficient trump strength to bring it in.

If partner has called for trumps, or led them after a force, and you are also strong in trumps, holding four or more, it is usually better to respond to his call, or return his trump lead, rather than force him again before having had one or two rounds of trumps. If partner passes a doubtful trick second hand, thereby showing four or more trumps, do not force him. If he discards a low card, and your own hand does not warrant the trump lead on account of weakness in trumps and in the suit he discards, lead the suit he is evidently strong in.

On a high card discarded by partner, lead trumps, even if weak in trumps, provided you have some strength in the suit he discards. If partner refuses to trump adversary's winning trick, do not force him; lead trumps.

Command on Third Round Signal.—When trumps are out, or the remaining trumps are marked with adversaries or partner holding combinations like Q. and two or more in suit, play second best and then third best, to show command on third round. Holding the losing trump and two cards in plain suit, the remaining trumps being marked with adversaries, or with partner, the adversaries being declared out of trumps, the same signal may be given, asking partner to come with the third round of suit.

Holding K. and two others with trumps out or the remaining trumps marked with adversaries or partner, play second best on Ace led, holding up the small card to show command and winner.

False Card Play is a part of the strategy of the game. Whether to indulge in it or not, and to what extent, is a matter for the individual judgment of the player. It is often judicious, and it frequently works both ways.

Respectfully submitted,

GEO. W. KEEHN, Chairman,
E. A. BUFFINGTON,
H. S. STEVENS,
} *Committee.*

Opposition to the Long Suit System.

While the long suit system was for many years held by the writers on the game to be the only "scientific" method of play and has been adopted by the American Whist League as the "standard system," it is by no means so highly esteemed by many strong and thoughtful players, who hold:

1st. That play to bring in a long suit is merely one of several forms of Whist strategy.

2d. That it is not adapted to a large majority of hands.

3d. That its adoption in hands to which it is not suited defeats its own object, since most long suits not headed by a strong sequence are opened at a disadvantage.

4th. That it is preferable to indicate by the opening lead the general character of the hand and the style of play which the leader thinks is best adapted to it, rather than to indicate the composition of a single suit which may be of little or no value.

5th. That the lead of "fourth best" card is more likely to be of advantage to the adversaries than to the partner.

6th. That the desirability of leading trumps is to be determined rather by the composition of the hand as a whole than by the number of trumps held.

7th. That in a large proportion of hands, the opening of a short suit, especially if headed by a "supporting card," *i. e.*, by one which will give partner a desirable finesse, is the most advantageous form of strategy to adopt.

Some of these players employ quite as many conventions as the long suit players, others profess to eschew conventions altogether. A middle course is probably preferable, and the following which, with minor variations, is quite widely adopted under the name of the "COMMON SENSE SYSTEM" is given as a fair sample of the "irregular," "modified," or "progressive" methods approved by those who do not assent to the "standard system."

"Common Sense" System.

GENERAL DIRECTIONS FOR LEADING.

Open with Trumps (*"Trump Attack"*):

1. When holding a plain suit of five or more cards already established, with five trumps or with four trumps and a re-entry card in another plain suit.

2. When holding a plain suit of five or more cards which will probably be established after one round, with five cards and one re-entry card or with four trumps and a re-entry card in each of the other plain suits.

3. Irrespective of length in trumps, when all three plain suits are protected, particularly if one of them is unusually strong.

4. Usually, when holding four trumps and three three-card plain suits, unless one of them is headed by Queen and Jack or unless the trump suit is to be opened at an evident disadvantage.

5. When holding five or more trumps and no desirable plain suit opening ("experimental lead of trumps").

Open *long plain suit* when the hand does not justify a trump lead and the plain suit contains two or more honors, counting the 10 as an honor. The longer the suit is, the more desirable is this opening; it is of little value unless the suit contains five or more cards.

Also open *long plain suit* as a last resort, in preference to opening a plain suit of two headed by a card lower than the 8, or a three-card suit the top cards of which are not in sequence or of which the highest card is lower than the 10.

When the hand does not justify a trump lead and does not present a good long suit opening, lead freely from three-card suits headed by a sequence at least as high as 10 and 9, less freely from two-card suits headed by a card at least as high as the 8 ("*supporting*" or "*warning*" cards).

Do not lead an "*interior*" card at the commencement of the play, except rarely from suits headed by King, Jack, ten. Later in the play when obliged to open an untried suit of three cards headed by Ace, King, or Queen, not in sequence, and when you can not infer that partner is strong in it, lead the middle card in preference to the lowest.

Avoid an original lead of a low *singleton*, unless prepared to stop a trump lead from partner, if he should be deceived by the lead. A singleton above the seven can be led with greater freedom, especially when desirous of a force or willing to take it if the suit is returned. The lead of a King followed immediately by a lead from another plain suit indicates no more of the second suit and a desire to ruff it.

Leads in Plain Suits.—Lead ACE from suits headed by A. Q. J.; follow with Q. when desiring partner to hold up the K. if he has it, with the J. when desiring that partner should unblock, with 10 when holding Q. J. 10, without smaller cards.

Also lead ACE, from very long suits when there is no expectation of bringing in the suit, or when the previous fall of the cards shows the necessity of making winners at once ("*running*").

Lead KING from suits headed by A. K. or by K. Q., irrespective of length or other cards held, except from suits containing K. Q. and two small (neither J. nor 10) which should usually be opened low especially if long in trumps.

Lead QUEEN from suits headed by Q. J. 10; follow with J. when desiring partner to hold up master if he has it, with 10 when desiring that he should unblock the suit, with 9 when holding no smaller card.

Also lead QUEEN from Q. J. 9, 8, or from Q. J. 9 and two or more small.

Also lead QUEEN from Q. J. only or from Q. J. and one more from hands not warranting a trump lead or a long suit opening. Do not lead Queen from short suits not containing the J. unless the suit is plainly the partner's.

Lead JACK from J. 10 only, from J. 10 and one small, from J. and one small, rarely from K. J. 10 and one or more small when willing that partner should take the finesse.

Lead TEN from 10, 9 only, from 10, 9 and one small, from 10 and one small, rarely from K. J. 10 and one or more small when desiring that partner should play A. if he has it.

From all other long plain suits lead *lowest*; and do not open, as an original lead, any plain card suit of three cards except those given above.

Trump Leads.—Lead trumps like plain suits with the following exceptions:

1. From trump suits headed by A. K., without Q., do not lead K. with less than seven in suit.

2. From trump suits headed by K. Q., without A. J. or 10, do not lead K. with less than seven in suit.

3. In leading from bottom of trump suit lead "*fourth best*" unless the lead is "*experimental.*"

4. In leading trumps from three, the middle card may be led if deemed desirable. The middle trump should always be led from three, if the lead is the original lead of the deal and the highest trump is A. K. or Q., not in sequence; the lowest of three trumps should never be led as the original lead of the deal.

"Experimental Leads" of Trumps.—Having three three-card suits and four trumps (a "Cavendish hand,") lead trumps as an original lead, unless one of the plain suits is headed by Q. J., or the opening of the trump suit is evidently disadvantageous, as from a tenace up to an honor turned.

Having no plain suit worth playing for and no good leading sequence or desirable supporting card opening, lead trumps from a suit of five or more as an original lead; but in this case, unless the combination is such as requires a high card lead, the lowest trump should be led irrespective of the length of the suit.

The partner should treat the original lead of what is evidently the lowest trump as not calling for the return of the suit unless

such partner has moderate strength, including a plain suit worth playing for. The original lead of the lowest trump indicates trump strength only, not a desire to exhaust trumps.

Lead of Trumps after Trumping in.—When forced to trump in and desiring to lead trumps, but not in response to a call from partner, play as follows when not holding a combination requiring a high card lead:

Having four or less, trump with the lowest, lead the highest (or occasionally second best in cases in which the middle card would be led from three).

Having five, trump with fifth best, lead fourth best.

Having six or more, trump with fifth best, lead sixth best.

Leading Trumps in Response to Partner's Call.—With three or less, lead highest.

With four, or more, not headed by an Ace or a high card combination, lead fourth best; on next round play a higher card so that the lead may not be read as from two only.

From suits headed by A. without K., lead A. irrespective of length.

From suits headed by A. and K., lead top of sequence holding three or less, *bottom* of the sequence holding four or more.

From suits headed by K. Q. or Q. J., lead *top* of sequence from three or less, *second* of the sequence holding four or more.

When obliged to trump in *before* the lead and *after the call*, holding exactly three, trump with the middle card, lead highest if it is a supporting card, lowest if the highest card is under a 10. Holding four or more, trump with fourth best, lead third best, or a higher card if in your judgment that will be best for partner's hand. The play of two higher than the card used in ruffing after a call shows a fourth remaining.

Return of Suits.—Do not return a suit in which partner leads a "supporting" or "warning" card, (8 to J. inclusive,) unless you know he is out of the suit or you lead the suit for your own sake. You can expect no further support from him in the suit.

On the other hand, always return partner's suit which he has opened with a low card, unless prevented by some unusual development or unless able to play a stronger game by opening trumps or an evidently stronger suit.

Second Hand Play.—Play in the ordinary manner except that a free use of covering cards should be made, and a partner must not infer a call in an adversary's suit in which the first card played may be a fair cover.

From K. and one more, or Q. and one more, play high on a supporting card led or when willing to lead.

Third Hand Play and "Echo."—Play in the ordinary manner, but retain lowest of suit when holding exactly four cards in it and not bidding for the trick.

Always endeavor to avoid blocking a suit originally opened low by a partner, which in a large proportion of cases will contain five or more cards.

In trumps, when not bidding for the trick, echo on exactly three cards; do not echo with two or with four or more.

In trumps headed by A. and K., on partner's lead of a low card not in response to a call, play K. and return A. from three or less, play A. and return K. from four or more.

In trumps with A. Q. only, play A. on small card led, return Q.; with A. Q. and one more, play Q., return A; with A. Q. and two or more others, play A., return low.

In trumps headed by K. Q., on partner's lead of low card not in response to a call, play Q. and return K. from three or less; play K. and return Q. from four or more.

In all other cases, return the higher of two, the lowest of three or more remaining; but, if you have been crowded out by second hand on the original lead, and hold exactly three, commence the three-card echo and in the next round either lead or play the lowest if your highest trump is lower than the 10.

Discard.—Discard ordinarily from the suit which you do not desire your partner to lead.

An echo in the discard shows strength, or, where strength has already been shown in another suit, command of the suit in which the discard is made. Usually this will mean holding the Ace or the master card at the time the echo is completed.

Two discards from the same plain suit on opponent's lead of trumps, indicates an indifferent condition of the other two suits and a desire that partner should lead the one in which he can give the best support.

An original discard of an 8 or higher card from an unopened suit is a peremptory call for trumps.

False Cards.—False cards should rarely be used and only where the danger of misleading partner is slight and the chance of gain considerable.

False cards, however, in trump suits when led by the adversaries, may usually be played with freedom.

Finessing.—Take great freedom in finessing a suit in which your partner leads a card not lower than the 8, the lead of the

J. 10, 9, or 8, usually indicating that the leader can do nothing in the suit and that the defence of it must rest entirely in partner's hands.

With Honor Turned.—Do not use any cards as a call through an honor turned; the partner should, however, watch for the opportunity for an advantageous lead through a turned honor when the original opening is a small card of a plain suit. Many players make the lead of a 2, 3, or 4, a call for a lead through a turned honor. Never use an irregular lead as a call through an honor.

Forcing Partner.—A supporting card, although by no means a "bid for a force," should seldom be led when unwilling to take a force if the suit is returned; consequently, such supporting card usually indicates weak trumps or extreme length in them; and the partner may be forced with great freedom if his original lead is a supporting card or an Ace, followed by a small card. In the latter case partner has declared that he has no suit to play for.

On the other hand be cautious in forcing partner if he has originally opened a plain suit low unless you yourself are strong in trumps.

In General.—Use judgment yourself, do not stick so closely to rules as to lose tricks thereby, and give your partner credit for a purpose in whatever he does.

The "Common Sense" method of play is very effective in the hands of experts, but should not be attempted by novices until they have a good understanding of the long suit system.

The Laws of Whist.

As Revised and Adopted by the Third American Whist Congress, held at Chicago, June, 1893.
(See page 60 for the LAWS OF DUPLICATE WHIST.)

1. **The Game.**—A game consists of seven points, each trick above six counting one. The value of the game is determined by deducting the losers' score from seven.

2. **Forming the Table.**—Those first in the room have the preference. If, by reason of two or more arriving at the same time, more than four assemble, the preference among the last comers is determined by cutting, a lower cut giving the preference over all cutting higher. A complete table consists of six;

the four having the preference play. Partners are determined by cutting—the highest two play against the lowest two; the lowest deals, and has the choice of seats and cards.

3. If two players cut intermediate cards of equal value, they cut again; the lower of the new cut plays with the original lowest.

4. If three players cut cards of equal value, they cut again. If the fourth has cut the highest card, the lowest two of the new cut are partners and the lowest deals. If the fourth has cut the lowest card, he deals, and the highest two of the new cut are partners.

5. At the end of a game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number; between two or more who have played an equal number, the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table, he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game or of cutting out.

7. **Cutting.**—In cutting, the Ace is the lowest card. All must cut from the same pack. If a player exposes more than one card, he must cut again. Drawing from the outspread pack may be resorted to in place of cutting.

8. **Shuffling.**—Before every deal the cards must be shuffled. When two packs are used, the dealer's partner must collect and shuffle the cards for the ensuing deal, and place them at his right hand. In all cases the dealer must shuffle last.

9. The pack must not be shuffled during the play of a hand, nor so as to expose the face of any card.

10. **Cutting to the Dealer.**—The dealer must present the pack to his right-hand adversary to be cut; the adversary must take a portion from the top of the pack and place it toward the dealer. At least four cards must be left in each packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other.

11. If in cutting or reuniting the separate packets, a card is exposed, the pack must be reshuffled by the dealer and cut again. If there is any confusion of the cards, or doubt as to the place where the pack was separated, there must be a new cut.

12. It the dealer reshuffles the pack after it has been properly cut, he loses his deal.

13. **Dealing.**—When the pack has been properly cut and reunited, the dealer must distribute the cards, one at a time, to

each player in regular rotation, beginning at his left. The last, which is the trump card, must be turned up before the dealer. At the end of the hand, or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

14. There must be a new deal by the same dealer—

I. If any card except the last is faced in the pack.

II. If, during the deal, or during the play of the hand, the pack is proved incorrect or imperfect; but any prior score made with that pack shall stand.

15. If, during the deal, a card is exposed, the side not in fault, may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place, the exposed card is not liable to be called.

16. Any one dealing out of turn, or with his adversaries' pack, may be stopped before the trump card is turned; after which the deal is valid, and the packs, if changed, so remain.

17. **Misdealing**—It is a misdeal—

I. If the dealer omits to have the pack cut, and his adversaries discover the error before the trump card is turned and before looking at any of their cards.

II. If he deals a card incorrectly and fails to correct the error before dealing another.

III. If he counts the cards on the table or in the remainder of the pack.

IV. If, having a perfect pack, he does not deal to each player the proper number of cards and the error is discovered before all have played to the first trick.

V. If he looks at the trump card before the deal is completed.

VI. If he places the trump card face downward upon his own or any other player's cards.

A misdeal loses the deal unless during the deal either of the adversaries touches a card, or in any other manner interrupts the dealer.

18. **The Trump Card.**—The dealer must leave the trump card face upward on the table until it is his turn to play to the first trick; if it is left on the table until after the second trick has been turned and quitted, it is liable to be called. After it has been lawfully taken up it must not be named, and any player naming it is liable to have his highest or his lowest trump called by either adversary. A player may, however, ask what the trump suit is.

19. **Irregularities in the Hands.**—If, at any time, after all have played to the first trick (the pack being perfect), a player is found to have either more or less than his correct number of cards, and his adversaries have their right number, the latter, upon the discovery of such surplus of deficiency, may consult and shall have the choice—

I. To have a new deal; or,

II. To have the hand played out; in which case the surplus or missing cards are not taken into account.

If either of the adversaries also has more or less than his correct number, there must be a new deal.

If any player has a surplus card by reason of an omission to play to a trick, his adversaries can exercise the foregoing privilege only after he has played to the trick following the one in which the omission occurred.

20. **Cards Liable to be Called.**—The following cards are liable to be called by either adversary:

I. Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.
II. Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.
III. Every card so held by a player that his partner sees any portion of its face.
IV. All the cards in a hand lowered or shown by a player so that his partner sees more than one card of it.
V. Every card named by the player holding it.

21. All cards liable to be called must be placed and left face upward on the table. A player must lead or play them when they are called, providing he can do so without revoking. The call may be repeated at each trick until the card is played. A player can not be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

22. If a player leads a card better than any of his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are liable to be called; it makes no difference whether he plays them one after the other or throws them all on the table together. After the first card is played the others are liable to be called.

23. A player having a card liable to be called must not play another until the adversaries have stated whether or not they wish to call the card liable to the penalty. If he plays another card without awaiting the decision of the adversaries, such other card also is liable to be called.

24. **Leading Out of Turn.**—If any player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can rightfully be called.

If a player so called on to lead a suit has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead are not liable to be called, and must be taken back.

25. **Playing Out of Turn.**—If the third hand plays before the second, the fourth hand may also play before the second.

26. If the third hand has not played, and the fourth hand plays before the second, the latter may be called upon by the

third hand to play his highest or lowest card of the suit led; or, if he has none, to trump or not to trump the trick.

27. **Abandoned Hands.**—If all four players throw their cards on the table, face upward, no further play of that hand is permitted. The result of the hand, as then claimed or admitted, is established; provided, that if a revoke is discovered, the revoke penalty attaches.

28. **Revoking.**—A revoke is a renounce in error not corrected in time. A player renounces in error when, holding one or more of the cards of the suit led, he plays a card of a different suit.

A renounce in error may be corrected by the player making it, before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

29. If a player corrects his mistake in time to save a revoke, the card improperly played by him is liable to be called. Any player or players who have played after him may withdraw their cards and substitute others; the cards so withdrawn are not liable to be called.

30. The penalty for revoking is the transfer of two tricks from the revoking side to their adversaries. It can be enforced for as many revokes as occur during the hand. The revoking side cannot win the game in that hand. If both sides revoke, neither can win the game in that hand.

31. The revoking player and his partner may require the hand in which the revoke has been made to be played out, and score all points made by them up to score of six.

22. At the end of a hand, the claimants of a revoke may search all the tricks. If the tricks have been mixed, the claim may be urged and proved, if possible; but no proof is necessary and the revoke is established if, after it has been claimed, the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

33. The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

34. **Miscellaneous.**—Any one, during the play of a trick, and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.

35. If any one, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led; or, if he has none, to trump or not to trump the trick.

36. If any player says, "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's cards must be laid upon the table, and are liable to be called.

37. When a trick has been turned and quitted, it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn.

38. If a player is lawfully called upon to play the highest or lowest of a suit, or to trump or not to trump a trick, or to lead a suit, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

39. In all cases where a penalty has been incurred, the offender must await the decision of the adversaries. If either of them, with or without his partner's consent, demands a penalty to which they are entitled, such decision is final. If the wrong adversary demands a penalty, or a wrong penalty is demanded, none can be enforced.

The Etiquette of Whist.

As Adopted by the Third American Whist Congress, held in Chicago, June, 1893.

The following rules belong to the established code of Whist etiquette. They are formulated with a view to discourage and repress certain improprieties of conduct therein pointed out which are not reached by the laws. The courtesy which marks the intercourse of gentlemen will regulate other more obvious cases.

I. No conversation should be indulged in during the play, except such as is allowed by the laws of the game.

II. No player should, in any manner whatsoever, give any intimation as to the state of his hand or of the game, or of approval or disapproval of a play.

III. No player should lead until the preceding trick is turned and quitted.

IV. No player should, after having led a winning card, draw a card from his hand for another lead until his partner has played to the current trick.

V. No player should play a card in any manner so as to call particular attention to it, nor should he demand that the cards be placed in order to attract the attention of his partner.

VI. No player should purposely incur a penalty because he is willing to pay it; nor should he make a second revoke in order to conceal one previously made.

VII. No player should take advantage of information imparted by his partner through a breach of etiquette.

VIII. No player should object to referring a disputed question of fact to a by-stander who professes himself uninterested in the result of the game and able to decide the question.

IX. By-standers should not in any manner call attention to or give any intimation concerning the play or the state of the game during the play of a hand. They should not look over the hand of a player without his permission, nor should they walk around the table to look at the different hands.

Progressive Whist.

This form of the game is much in vogue at social gatherings. There are two distinct varieties; in one the partners are changed after each deal, in the other the same partner is retained throughout the session.

Methods in which Partners are Changed.

First Method. Seat the players by lot and play one deal at each table. At table 1, the winners retain their seats and the losers go down to the highest numbered table. At all other tables the winners move up one table, the losers remain, exchanging partners with the pair coming to the table. In some circles, the winners at table 1 also exchange partners with the new-comers at that table. In some cases, the players cut for the deal at each change; in others, the lady coming to the table deals.

The scores are usually kept by means of counters. Each player starts with the same number, usually twenty-five; after each deal, each of the losers pays one of the winners a counter for each point won. When score cards are used instead of counters, an equivalent of the preceding method is sometimes employed, recording the points made on the deal in a column of "gains" for the winners and in a column of "losses" for the losers; at the conclusion, the losses are deducted from the winnings, or *vice versa*, giving a plus or minus score as the case may be. It is preferable and more in accordance with the regular game to record the points made on each deal for the winners, scoring the losers as zero (0).

Second Method. Under the preceding method, as the movement of all the players is in the same direction, very little variety in partners is apt to be afforded. To remedy this, one of the following plans may be adopted: After each deal, let the winning lady move up one table (at table 1, down to lowest table) and winning gentleman down one table (at lowest table up to table 1). The losers remain at each table, but play against each other on the next deal. Score as in the first method. If preferred, the winning lady may move up and the losing gentleman down, the losing lady and winning gentleman remaining at the table and playing as partners on the next deal.

Methods in which Partners are Retained.

Third Method. Let the pairs take seats as they choose, or seat them by lot. After each deal, the East and West pairs, each move up one table (*i. e.*, to the next lower numbered table, at table 1 to the highest numbered table), the North and South pairs retaining their seats. Cut for the deal at each change.

Fourth Method. Under the preceding method the pairs sitting the same way at the table do not play against each other. When it is desired that each pair should play against every other pair, the following plan may be employed: Let the North and South pair at table 1 act as a pivot, retaining their seats throughout the session. Let all the other North and South pairs move up one table after each deal, retaining North and South seats until they reach table 1; when, as the North and South seats are already occupied by the pivot pair, the coming pair take East and West seats. The East and West pairs, after each deal, move down one table except at the lowest table, where they exchange for the North and South seats at the same table. Cut for deal at each change and score as in preceding methods.

In case there is an odd pair, omit the pivot pair, and let each pair sit out on reaching table 1.

SCHEDULE FOR FOUR TABLES—SEVEN OR EIGHT PAIRS.

Table	Original Positions		First Change		Second Change		Third Change		Fourth Change		Fifth Change		Sixth Change	
	N&S	E&W	N&S	E&W	N&S	E&W	N&S	E&W	N&S	E&W	N&S	E&W	N&S	E&W
1	8	7	8	1	8	2	8	3	8	4	8	5	8	6
2	1	6	2	7	3	1	4	2	5	3	6	4	7	5
3	2	5	3	6	4	7	5	1	6	2	7	3	1	4
4	3	4	4	5	5	6	6	7	7	1	1	2	2	3

All pairs except the first change in numerical order.

Duplicate Whist.

Duplicate Whist embodies the principles, maxims and rules of the regular game of Whist, with the additional feature of preserving the identity of the hands, so that after playing a series of deals, each side can exchange the hands as originally held by them with the other side, and replay the same deals under the conditions originally given to their adversaries. In this way, each side has in the end the same aggregate strength and advantage in cards and position, and any difference in the result between the original and the duplicate play will indicate the relative value of the play of the respective sides.

The cards are originally dealt and played exactly as at the regular game of Whist, except that each player places his cards, as he plays them, on the table in front of him, and turns them face downward as each trick is completed, retaining them separate and not gathering them into tricks. As each succeeding card is turned, it should be placed so as to overlap the card last

previously played, thus retaining the cards in the exact order in which they were played. The winners of the trick place their cards, as they turn them, perpendicularly to the edge of the table nearest them; the losers, on the contrary, place their cards horizontally. Thus, the four cards of a trick all point in the same direction and toward the winners. In Fig. 1, five tricks are shown as played; the first, second and fifth have been won by the North and South players; the third and fourth by the East and West.

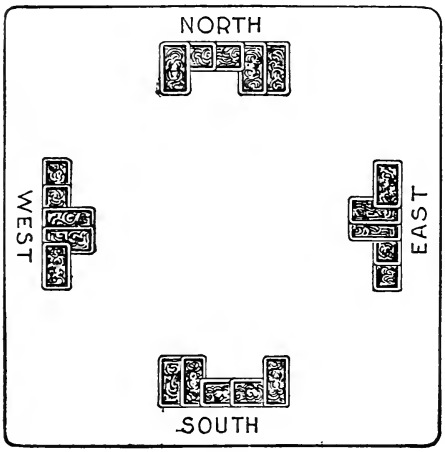


FIG. 1.

NOTE.—The older method of marking the tricks, by the winning side taking a counter from a pile of thirteen placed on the table, is still in use, but is greatly inferior to the method here given, which is so satisfactory that many of the best players employ it when playing "Straight Whist," in order to afford an opportunity of re-examining a hand after it has been played.

When the deal has been played, the four hands should each be separately shuffled and put away in a proper receptacle, carefully retaining the identity of the hands and the order and position in which they were held by the players. Another pack of cards is used for the next deal, which is played in precisely the same manner; and so on until the agreed number of original deals have been played. The series is then overplayed, each side receiving the cards originally held by their adversaries.

When the cards are replayed by the same four players, north and South receiving the hands originally held by East and West, and *vice versa*, the game is known as **Memory Whist,** or **Mnemonic Duplicate,** because of the opportunity afforded for remembering features of the original play. It is well to avoid this as much as possible, by replaying the deals in a different order from that in which they were originally played; also, by playing as many deals as practicable before the replay begins. When possible, it is a good plan to have the original play on one evening and the replay on another. In Mnemonic Duplicate, one suit should be declared trumps for the sitting, and no trump card should be turned lest it furnish a clue to some peculiarity of the hands.

NOTE.—If an individual record is desired, each player may play one-third of the deals with each of the other three as a partner, South and East exchanging seats after the first third, and South and West after the second third. On the replay, they should resume their original positions, and change after each third, as before.

Duplicate Whist, properly so called, requires that eight or more players participate, so that the results of varying play can be obtained by comparison, without requiring or permitting any player to overplay either hand of a deal previously played by him.

A trump card should be turned and should be recorded on a slip of card-board before the play begins. This slip should be placed with the dealer's cards, so as to indicate the proper trump for the replay.

Individual Matches for Eight Players.—Seat the players alphabetically, by lot or otherwise, as the first arrangement is immaterial. Play one or two deals, as is agreed; then exchange the deals at the two tables, and replay them. Compare the aggregate north and south scores at one table with those made at the other; score any deficiency against the players making it. Do the same with the east and west scores. Then change positions according to the following table, and proceed as before. Continue the changes until each player has played with each of the others as a partner. This, of course, requires seven arrangements. The movement of the players is the same at each change. Either fourteen or twenty-eight deals are required, according to the number played in each round. The match is won by the player against whom the least tricks are scored as lost.

TABLE OF CHANGES.

Arranged by E. C. HOWELL.

(4)	North	at	Table	1	moves to	East	at	Table	2.
(1)	East	"	"	1	" "	West	"	"	2.
(2)	South	"	"	1	" "	East	"	"	1.
—	West	"	"	1	does not move.				
(5)	North	"	"	2	moves to	North	at	Table	1.
(3)	East	"	"	2	" "	South	"	"	1.
(6)	South	"	"	2	" "	North	"	"	2.
(7)	West	"	"	2	" "	South	"	"	2.

It is a good plan to have a card fastened at the sides of the tables showing the correct movement of the player: *e. g.*, at north of table 1 have a card reading: "To east at table 2." At east of table 2 have a card reading: "To south at table 1," etc. It will also assist, if the players are numbered as indicated in parentheses at the left of the table, and each one is told to follow the number preceding him—1 following 7, 2 following 1, 3 following 2, etc.

Four-pair Matches.—The original arrangement of the pairs is immaterial. Number the players of the first pair 1 and 2; of the second, 3 and 4; of the third, 5 and 6, and of the fourth, 7 and 8. Play two deals at each table, exchange and replay them. Exchange the North and South players from each table to the other. In exchanging, the North and South players from table No. 2 take the same positions at table No. 1 as previously occupied by them, while those from table No. 1 take

reversed positions at table No. 2, *i. e.*, *north becomes south* and *south north*. The East and West players at table No. 2 also exchange places with each other. With the players in their new positions, four new deals are played and replayed. These eight deals constitute the first pair of matches.

The two North and South pairs (1 and 2, 3 and 4,) are compared with each other, as are also the two East and West pairs (5 and 6, 7 and 8). The pairs having the higher aggregate score on this comparison score a match won, and also the number of tricks made by them in excess of those made by the pairs in comparison with them, thus keeping a double score, matches won, and tricks gained. In case of a tie, each pair scores a half match.

The North and South players at table No. 1 now exchange positions with their East and West opponents, *north becoming east*, *south west*, *east north*, and *west south;* also, the North and South players at table No. 2 exchange positions with each other, the East and West players at that table retaining their positions. Eight more deals are played, and the score recorded as before. The players then exchange positions in the same manner as at the conclusion of the first eight deals, and play a third eight deals, recording in the same way.

The pair having the highest match score wins; in case of a tie in match scores, the pair having the higher trick score wins.

TABLE OF CHANGES.

	1st Table.				2d Table.				
DEALS.	N.	S.	E.	W.	N.	S.	E.	W.	COMPARISONS.
1 to 4	1	2	5	6	3	4	7	8	1 and 2 with 3 and 4
5 " 8	3	4	5	6	2	1	8	7	5 " 6 " 7 " 8
9 " 12	5	6	3	4	1	2	8	7	1 " 2 " 5 " 6
13 " 16	1	2	3	4	6	5	7	8	3 " 4 " 7 " 8
17 " 20	3	4	1	2	5	6	7	8	1 " 2 " 7 " 8
21 " 24	5	6	1	2	4	3	8	7	3 " 4 " 5 " 6

Matches Between Two Teams of Four.—The players of one team are seated, north and south at table No. 1, and east and west at table No. 2; those of the other team, east and west at table No. 1 and north and south at table No. 2. The deals played at each table are replayed at the other. The north and south scores only are compared; the east and west scores are ignored, as they must, of necessity, be complimental to the north and south scores.

It is preferable to interchange the players of each team, so that each will play one-third of the match with each of the others; also, to exchange adversaries in the middle of that part of the match played by each combination. This is the plan

adopted by the American Whist League for use in matches for its Challenge Trophy.

League Matches.—These are always of forty-eight deals, played in two sessions of twenty-four deals each. Two deals are played at each table, and then exchanged and overplayed at the other table. The players of the challenged club then exchange tables, and four more deals are played and replayed, as before. At the end of these eight deals, partners are changed for another eight deals; after which comes another combination of partners for eight more deals, completing the session. At the second session, the players of the challenged team take exactly opposite positions to those occupied by them during the first session. At the end of each four deals, the scores are compared, and the gains announced. In the table of changes given below, 1, 2, 3 and 4 represent the players of the challenging club, while 5, 6, 7 and 8 stand for those of the challenged club.

THE AMERICAN WHIST LEAGUE SCHEDULE,

For Challenge Trophy Matches—48 Deals.

FIRST SESSION.									SECOND SESSION.								
	1st Table.				2d Table.					1st Table.				2d Table.			
DEALS.	N.	S.	E.	W.	N.	S.	E.	W.	DEALS.	N.	S.	E.	W.	N.	S.	E.	W.
1 to 4	1	2	5	6	7	8	3	4	25 to 28	1	2	6	5	8	7	3	4
5 " 8	1	2	7	8	5	6	3	4	29 " 32	1	2	8	7	6	5	3	4
9 " 12	1	3	7	5	8	6	2	4	33 " 36	1	3	5	7	6	8	2	4
13 " 16	1	3	6	8	7	5	2	4	37 " 40	1	3	8	6	5	7	2	4
17 " 20	1	4	5	8	7	6	2	3	41 " 44	1	4	8	5	6	7	2	3
21 " 24	1	4	6	7	5	8	2	3	45 " 48	1	4	7	6	3	5	2	3

The foregoing is an absolutely perfect schedule, but requires too many deals for a match to be played out at a single sitting. A match of twenty-four deals is considered sufficient for an evening's play, and the first half of the Trophy Schedule is usually employed. This does not, however, equalize the relative positions of the players, and, for this reason, the plan used in the qualifying matches for the New England trophies is preferable. In this, each four deals are started with the odd-numbered deals at one table, and the even-numbered at the other, and the players of the challenging team exchange positions for the overplay.

THE NEW ENGLAND SCHEDULE,

For Qualifying Matches—24 Deals.

	FIRST TABLE.					SECOND TABLE.			
DEALS.	N.	S.	E.	W.	DEALS.	N.	S.	E.	W.
1 and 3	1	2	5	6	2 and 4	7	8	3	4
2 " 4	2	1	5	6	1 " 3	7	8	4	3
5 " 7	2	1	7	8	6 " 8	5	6	4	3
6 " 8	1	2	7	8	5 " 7	5	6	3	4

Continued on next page.

THE NEW ENGLAND SCHEDULE, for Qualifying Matches—24 Deals—*Continued.*

DEALS.	FIRST TABLE. N.	S.	E.	W.	DEALS.	SECOND TABLE. N.	S.	E.	W.
9 and 11	1	3	7	5	10 and 12	8	6	2	4
10 " 12	3	1	7	5	9 " 11	8	6	4	2
13 " 15	3	1	8	6	14 " 16	5	7	4	2
14 " 16	1	3	8	6	13 " 15	5	7	2	4
17 " 19	1	4	8	5	18 " 20	6	7	2	3
18 " 20	4	1	8	5	17 " 19	6	7	3	2
21 " 23	4	1	6	7	22 " 24	8	5	3	2
22 " 24	1	4	6	7	21 " 23	8	5	2	3

When it is desired to play thirty-six deals, the plan used in New England trophy matches is the best. The comparison between players is the same as in the preceding schedule; but, to equalize the deals, a different movement of the challenging players is required.

THE NEW ENGLAND SCHEDULE,

For Trophy Matches—36 Deals.

DEALS.	FIRST TABLE. N.	S.	E.	W.	DEALS.	SECOND TABLE. N.	S.	E.	W.
1, 2, 3	1	2	5	6	4, 5, 6	7	8	3	4
4, 5, 6	2	1	5	6	1, 2, 3	7	8	4	3
7, 8, 9	1	2	7	8	10, 11, 12	5	6	3	4
10, 11, 12	2	1	7	8	7, 8, 9	5	6	4	3
13, 14, 15	3	1	7	5	16, 17, 18	8	6	4	2
16, 17, 18	1	3	7	5	13, 14, 15	8	6	2	4
19, 20, 21	3	1	8	6	22, 23, 24	5	7	4	2
22, 23, 24	1	3	8	6	19, 20, 21	5	7	2	4
25, 26, 27	1	4	8	5	28, 29, 30	6	7	2	3
28, 29, 30	4	1	8	5	25, 26, 27	6	7	3	2
31, 32, 33	1	4	6	7	34, 35, 36	8	5	2	3
34, 35, 36	4	1	6	7	31, 32, 33	8	5	3	2

Individual Matches for More Than Eight Players.

For Twelve Players.—Number the players and arrange them as indicated in the following table, and place one deal on each table; play these three deals through at each table, and then change the positions of the players. Number 12 retains his seat; the others exchange in regular order, each player taking the position previously held by the next lower-numbered player. Proceed as before, changing seats after each three deals have been played, until each player has played with each of the others as a partner. Since this requires eleven arrangements, the match consists of thirty-three deals.

POSITIONS.	FIRST ROUND. N.	S.	E.	W.	SECOND ROUND. N.	S.	E.	W.
First table.	12	1	6	8	12	2	7	9
Second table.....	2	9	10	7	3	10	11	8
Third table.....	4	3	5	11	5	4	6	1

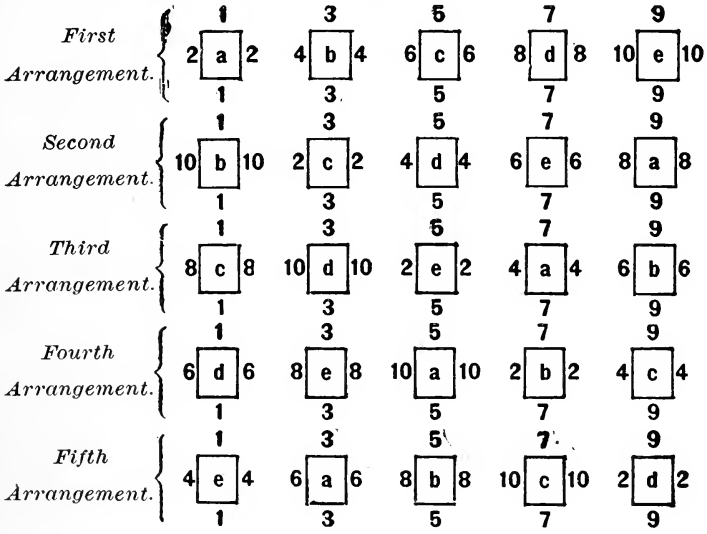
The score is made up in a similar manner to that given for individual matches for eight players (page 27).

For Sixteen Players.—As this match requires the play of sixty deals, it is of little practical use, unless it can be played in two sessions. The manner of changing positions is the same as that given for the twelve-player match, except that Number 16 retains his seat, and Number 12 moves like the others. The changes are made after each four deals are played.

	FIRST ROUND.				SECOND ROUND.			
POSITIONS.	N.	S.	E.	W.	N.	S.	E.	W.
First table....	16	1	7	9	16	2	8	10
Second table.....	15	12	13	2	1	13	14	3
Third table.....	6	11	3	10	7	12	4	11
Fourth table.....	8	14	4	5	9	15	5	6

Progressive, or Compass Whist, for Pairs.

First Method—The John T. Mitchell System.—Divide the players as nearly as possible according to their ability, or draw by lot. Divide the deals to be played equally between the tables, fixing the number of deals at such a multiple of the number of tables as can conveniently be played in the time at the disposal of the players. After the deals at each table have been played, move the deals one table in one direction, the East and West players one table in the other. In the following diagram, the numbers represent the players, the letters the deals, or groups of deals, placed at each table:



At the conclusion, it will be seen that each North and South pair have played against each East and West pair, and *vice versa;* also, that each pair has played all the deals.

The total of the north and south scores is obtained and divided by the number of tables, giving an average north and south score. Each north and south score is compared with this average. The same course is pursued with the east and west scores.*

Suppose, in the above example, four deals have been played at each table, or twenty in all, the final scores would be made up as follows:

	N. AND S. SCORES.	E. AND W. SCORES.	RESULT.
1.1.	147	....	+2
2.2.	....	117	+2
3.3.	145	....	0
4.4.	....	112	—3
5.5.	140	....	—5
6.6.	....	119	+4
7.7.	151	....	+6
8.8.	....	112	—3
9.9.	141	....	—4
10.10.	....	116	+1
Total.....	724	576	+15—15
Average	145	115	

Total score, 1300.

This plan, as above described, is applicable only when the number of tables is odd. The number of deals must be a multiple of the number of tables engaged.

MODIFICATIONS FOR AN EVEN NUMBER OF TABLES.

First Modification.—After playing half through the match, the East and West players skip one table, and finish the match at the same table at which they began. Each East and West pair, consequently, misses one North and South pair, and plays twice against their first opponents.

Second Modification.—After the match is played half through, the deals are moved once, while the East and West players remain seated, and play again against the same North and South players, thereafter changing as before, but finishing without playing against the final pair of opponents. The effect is the same as in the preceding plan.

Third Modification.—Play once through by the first plan; then put out a new set of deals, and play through again, each East and West pair commencing on the second round at the table which they skipped on the first round. This plan requires twice as many trays as there are tables engaged.

Fourth Modification.—Play once through by the second plan, put out a new set of deals and play through again. On the

* This is the method usually employed. For method of scoring by "matches," see page 45.

second round, the East and West players commence at the table next after the one at which they played twice. This plan also requires twice as many deals as tables.

Fifth Modification.—Play once through by first plan, move East and West players one table, put out a new set of deals, and play through by the second plan. This requires twice as many deals as tables.

Sixth Modification.—Play once through by second plan, move East and West players one table, put out a new set of deals, and play through by the first plan. Requires twice as many deals as tables.

Seventh Modification.—Play two trays at each table, move the East and West players after each tray has been played, but do not move the deals until both have been played by the North and South players; the East and West players move twice around the room. This requires twice as many deals as tables, and is not applicable to an even number of tables divisible by three without a remainder.

Eighth Modification.—Place one deal on each table; also, on two tables, equally distant from each other, either way of the circuit, place an additional set of trays, dividing it so as to add an *odd* number of trays to each of these two tables. The East and West players go twice around the circuit. As the deals are moved to the tables having the extra deals, great care must be taken to so place the new deal that it will not be played until all the deals previously on the table have been played. This will be more easily done if the deals are originally so arranged as to come in regular order, *e. g.:* Take the case of eight tables—at table No. 1, put deal 1; at table No. 2, deal 2; at table No. 3, deal 3; at table No. 4, deals 4 and 5; at table No. 5, deal 6; at table No. 6, deal 7; at table No. 7, deal 8; and at table No. 8, deals 9, 10, 11, 12, 13, 14, 15 and 16. If it is desired to play three sets of deals, the two extra sets can be divided between two equi-distant tables, *e. g.:* If it is desired to play twenty-four deals at eight tables, arrange the deals as given above, except that at table No. 8 should be placed deals 9 to 24, inclusive. By a similar arrangement, any larger number of deals can be provided for. Of course, the number must always be a multiple of the number of tables.

Second Method—The Clay System.—Place two deals on each table. The East and West players move to the next table after each deal has been played, carrying with them the deal which they have just played. The North and South pairs play the deals in regular order, the East and West in reverse order. This method is applicable to either an even or odd number of tables.

MODIFICATIONS FOR MORE THAN TWO DEALS AT A TABLE.

First Modification.—When the number of deals at each table is even, play one-half of them, and then move players, carrying with them the trays which they have played.

Second Modification.—When the number at each table is odd, play a portion of them; then move, carrying the deals which have been played, play the deals left at next table, and proceed as before. This plan is all right for an odd number of tables, but with an even number is unequal as to adversaries.

Third Modification.—Play one deal each time, proceeding around the circuit of tables as many times as there are deals at each table. This plan is applicable only when the number of tables, and the number one less than the number of deals at each table, have no common divisor except one.

Two deals at a table, good for any number of tables.
Three " " " " " odd number of tables.
Four " " " " " number of tables not divisible by three, *i. e.*, 2, 4, 5, 7, 8, 10, 11, 13, etc.
Five deals at a table, good for any odd number of tables.
Six " " " " " number of tables not divisible by five, *i. e.*, 2, 3, 4, 6, 7, 8, etc.
Seven deals at a table, good for any number of tables not divisible by two or three.
Eight deals at a table, good for any number of tables not divisible by seven.

At	2 tables—	2, 4, 6, 8, 10, 12, 14, 16, 18	deals, at each table.
"	3 "	2, 3, 5, 6, 8, 9, 11, 12	" " " "
"	4 "	2, 4, 6, 8	" " " "
"	5 "	2, 3, 4, 5, 7	" " " "
"	6 "	2, 6	" " " "
"	7 "	2, 3, 4, 5	" " " "
"	8 "	2, 4	" " " "
"	9 "	2, 3	" " " "
"	10 "	2	" " " "
"	11 "	2, 3	" " " "
"	12 "	2	" " " "
"	13 "	2, 3	" " " "
"	14 or more	2	" " " "

Fourth Modification.—Place two deals at each table; also, at any table or tables in addition to the two already there, place any number of deals which is a multiple of the number of tables engaged; play one deal at each table before moving and proceed until all the deals have been played by each player.

With	3	tables,	either table	may have	2,	5,	8, etc.	deals.
"	4	"	"	"	"	2,	6, 10	" "
"	5	"	"	"	"	2,	7, 12	" "
"	6	"	"	"	"	2,	8, 14	" "
"	7	"	"	"	"	2,	9, 16	" "
"	8	"	"	"	"	2,	10, 18	" "
"	9	"	"	"	"	2,	11	" "
"	10	"	"	"	"	2,	12	" "
"	11	"	"	"	"	2,	13	" "
"	12	"	"	"	"	2,	14	" "

Third Method—The Snow System.—Play one set of deals without moving the players; then move the East and West players one table and play another set of deals, and so on until the East and West players have been opposed to all of the North and South. If desired, more deals can be played in each round than there are tables. This system is not applicable except with a small number of tables or a large number of deals. It has an advantage in that it can be played in several sessions, as an intermission can be taken at the end of the play of any set of deals. When applicable, it is preferable to any other system.

With	2	tables,	it	is	possible	to	play	4,	6,	8, 10, 12, 16,	etc.,	deals.		
"	3	"	"	"	"			9,	12,	15, 18, 21, 24	"	"		
"	4	"	"	"	"			16,	20,	24, 28, 32, 36	"	"		
"	5	"	"	"	"			25,	30,	35, 40	"	"		
"	6	"	"	"	"			36,	42,	48	"	"		
"	7	"	"	"	"			49,	56,	63	"	"		

Fourth Method—The Parallel System.—In all forms, arrange the tables in two parallel rows.

First Form.—Really a modification of the Mitchell System. Play through in each row independently, exchange the deals across, from one row to the other, and play through again. Put out a new set of deals, exchange the East and West players across from one row to the other and play twice through, exchanging deals as before. Requires an odd number of tables in each row, and twice as many deals as tables.

Second Form.—Another modification of the Mitchell System, requiring an odd number of tables in each row and twice as many deals as tables. Exchange deals across, thus playing two deals before moving players; then move players one way and deals the other in each row. When one set of deals have been played, put out a new set, exchange players across, and proceed as before.

Third Form.—A modification of the Clay System. Applicable to any even number of tables, but requiring twice as many deals as tables. The East and West players move up one table after the play of each deal, playing through each row twice. Move deals across, then up and across, then across, then up and across, etc. After one set of deals has been played, exchange players and play another set.

If the players move down instead of up, this plan becomes a form of the Mitchell System (Seventh Modification), and is not applicable to an even number of tables divisible by three without a remainder.

Fourth Form.—A modification of the above, applicable to any even number of tables which is a multiple of four, *i. e.*, with an even number of tables in each row. Play as above until the east and west have played *once* through one row; then move the

players up and across and the deals up, *but not across*, and proceed as before. This plan requires only as many deals as tables, and consequently is especially useful in large even numbers of tables, such as 16, 20, 24, 28 and 32. It was developed by the author, from his four-table plan, before the Clay System was discovered, but is properly to be classified as a modified form of the latter system.

If the number of tables in each row is divisible by four, the players may be moved down instead of up.

Under the last two plans it is better to arrange the deals with the odd-numbered deals in the first row and the even-numbered deals in the second row, *i. e.*,

AT FIRST ROW OF TABLES,	AT SECOND ROW OF TABLES,
Deals,	Deals,
1	2
3	4
5	6
7	8
etc.	etc.

Methods in Which Every Pair Plays Against Every Other Pair.—In the pair systems previously described, the East and West pairs are compared with each other, as are also the North and South pairs with each other, but there is no proper comparisons between pairs sitting in opposite directions; consequently, the result is often greatly affected by the manner in which the pairs are drawn for their positions. To avoid this, elaborate schedules have been worked out by E. C. Howell, of Boston, and A. G. Safford, of Washington. In these systems, each pair is compared with every other pair, and, with the exception of a single pair, all change positions after every deal, sometimes sitting north and south, and at other times east and west. The number of deals required is one less than the number of pairs engaged. An even number of pairs is preferable, but the match can be arranged for any odd number, by using the schedule for the even number next greater than the number actually engaged; in which case, the missing pair is considered as seated in the place of the pair which does not change positions, and the pair which would play with them sits out at each deal.

Fifth Method—The Safford System.—In this system every pair not only plays the same number of deals against every other pair, but plays in comparison with every other pair on the same number of deals. It is, for this reason, called by its author "COMPARATIVE WHIST."

It is most carefully and thoroughly worked out, and is a monument to the ingenuity, industry and perseverance of its author. When the number of pairs to take part is known, so

that arrangements can be made in advance, it furnishes a most interesting form of contest. The only objection which has been raised to it is that no comparison is made between pairs on the deals which they play against each other, the comparison being wholly on the deals which they play the same way of the table against other pairs.

It requires, for its successful conduct, specially prepared score-cards, which have been copyrighted, and are for sale in sets at a very reasonable price. We give below, as a sample, one of the four-table set, from which the method of using it and the necessity of the special score-cards can readily be seen:

PAIR No. 5. **8 Pairs—Duplicate Whist.**

M..... *M*.....					OTHER PAIRS No.						
					1	2	3	4	6	7	8
East D.	2	9	16	23							
North D.	3	10	17	24							
North B.	7	14	21	28							
North C.	6	13	20	27							
North A.	5	12	19	26							
East C	1	8	15	22							
East B.	4	11	18	25							
Add together score of the hands and extend amount into each blank space.		TOTAL, - - -									
		SCORE OF OTHERS,									
		PLUS, - - -									
		MINUS, - - -									

The tables are marked with letters, in alphabetical order, instead of being numbered. The words "East D," "North D," etc., indicate the positions which the pair take at each change. The numbers opposite these letters indicate the deals to be played in each position. The higher numbers can be disregarded, if it is desirable to play fourteen or twenty-one deals, instead of twenty-eight, for the match.

The scores made are recorded under the number of the deal, and the total made on the entire set of four boards (or less, if the match is curtailed, as above suggested,) is carried out and entered into each of the blank squares in the tables in the same horizontal row. These entries will come under the numbers of the pairs which play these particular deals the same way of the table as the pair whose score is recorded on this score sheet.

If twenty-eight deals are played, as indicated on the score sheet, each pair will be in comparison with each of the other pairs on three sets of four deals each, or twelve deals in all, which constitutes the match between these pairs. The score sheet of each pair is different from that of each other pair, but all are made up on the same general plan.

The number of deals required is always a multiple of the number, one less than the number of pairs for which the schedule is made. (If an odd number of pairs participate, the schedule for the next higher number is used.) Certain numbers require that this multiple should be double.

7 or 8 pairs	may play	7, 14, 21 or 28	deals.
9 or 10 pairs	"	18 or 36 "	(double).
11 or 12 pairs	"	11 or 22 "	
13 or 14 pairs	"	26 "	(double).
15 or 16 pairs	"	30 "	(special).
17 or 18 pairs	"	34 "	(double).
19 or 20 pairs	"	19 or 38 "	
23 or 24 pairs	"	23 "	
31 or 32 pairs	"	31 "	

Sixth Method—The Howell Pair System.—This is another most ingenious method of bringing each pair against each of the other pairs engaged in the match. The players are seated and the deals arranged at the tables according to the special schedule for the number of pairs participating. The highest numbered pair retain their seats throughout the match; all the others move after each deal (or set of deals) is played, following each other in numerical order, as explained in the schedule for eight individuals, on page 27. If an odd number of pairs are to take part, use the schedule for the next higher number; the highest number is, of course, not used, and the pair which would have played against them on each deal (or set of deals) sits out for the time being.

Movement cards have been prepared in sets for each even number of pairs from eight to twenty-eight.* The number of deals required is always a multiple of the number one less than that of the schedule in use.

*This system has also been worked out for six, thirty, thirty-two, thirty-four and thirty-six pairs.

5 or 6 pairs	can play	10, 20 or 30†	deals.
7 or 8 pairs	"	7, 14, 21, 28 or 35	"
9 or 10 pairs	"	9, 18, 27 or 36	"
11 or 12 pairs	"	11, 22 or 33	"
13 or 14 pairs	"	13 or 26	"
15 or 16 pairs	"	15 or 30	"
17 or 18 pairs	"	17 or 34	"
19 or 20 pairs	"	19	"
21 or 22 pairs	"	21	"
23 or 24 pairs	"	23	"
25 or 26 pairs		25	"
27 or 28 pairs		27	"
29 or 30 pairs	"	29	"
31 or 32 pairs	"	31	"
33 or 34 pairs	"	33	"
35 or 36 pairs	"	35	"

†Six pairs require a double schedule.

When these "movement cards" are used, the system presents little difficulty. There is little possibility of errors if the players will, each time they change their seats, examine the movement card and see that they have their right positions, the correct tray and the proper opponents. When the movement cards are not employed great care is necessary to prevent mistakes, especially in the higher schedules.

Below is a specimen, reduced in size, of these movement cards:

SOUTH—Go next to Table 4, West.

EIGHT PAIRS.

TABLE 2.

Original North and South Pair, ... No. 6.

Original East and West Pair, ... No. 3.

Original Deals, ... Nos. 4, 5.

SCHEDULE.

N. & S. E. & W.	N. & S. E. & W.
1st Round, Pair 6 *vs.* Pair 3, Deal 4.	5th Round, Pair 3 *vs.* Pair 7, Deal 1.
2d Round, Pair 7 *vs.* Pair 4, Deal 5.	6th Round, Pair 4 *vs.* Pair 1, Deal 2.
3d Round, Pair 1 *vs.* Pair 5, Deal 6.	7th Round, Pair 5 *vs.* Pair 2, Deal 3.
4th Round, Pair 2 *vs.* Pair 6, Deal 7.	

EAST—Go next to Table 3, East.

WEST—Go next to Table 4, West.

NORTH—Go next to Table 4, East.
(Take deal just played to Table 1.)

As this system has many advantages, and is often desirable for use where the movement cards are not easily obtained, we give the original positions in each case, from which the complete schedules can easily be worked out, if it is constantly borne in mind that at each change both pairs and deals follow each other in numerical order, the highest numbered pair alone remaining in their original seats.

ORIGINAL ARRANGEMENT FOR EIGHT PAIRS.

TABLE.	N. & S. PAIR.	E. & W. PAIR.	DEAL IN PLAY.	DEALS, NOT IN PLAY.
1	8	1	1	2, 3
2	6	3	4	5
3	7	2	6	....
4	4	5	7	....

ORIGINAL ARRANGEMENT.

TABLE.	TEN PAIRS.			TWELVE PAIRS.			FOURTEEN PAIRS.		
	N. & S.	E.&W.	DEALS.	N. & S.	E.&W.	DEALS.	N. & S.	E.&W.	DEALS.
1	10	1	1, 2	12	1	1, 2, 3	14	1	1, 2, 3, 4
2	5	2	3, 4	6	7	4, 5	11	4	5, 6, 7
3	9	8	5	11	4	6, 7	6	9	8
4	7	3	6, 7	3	9	8	3	12	9, 10
5	4	6	8, 9	2	5	9, 10	13	2	11
6				10	8	11	7	8	12
7							5	10	13

TABLE.	SIXTEEN PAIRS.			EIGHTEEN PAIRS.			TWENTY PAIRS.		
	N. & S.	E.&W.	DEALS.	N. & S.	E.&W.	DEALS.	N. & S.	E &W.	DEALS.
1	16	1	1, 2	18	1	1, 2, 3, 4	20	1	1,2,3,4,5
2	5	11	3, 4, 5	15	4	5, 6	9	12	6
3	13	15	6, 7, 8	10	9	7, 8	17	4	7
4	8	12	9	16	3	9 10	19	2	8
5	7	6	10, 11	7	12	11, 12	10	11	9, 10
6	10	3	12	2	17	13, 14	15	6	11, 12
7	14	2	13	13	6	15	18	3	13, 14
8	4	9	14, 15	11	8	16	8	13	15, 16
9				14	5	17	5	16	17
10							14	7	18, 19

TABLE.	TWENTY-TWO PAIRS.			TWENTY-FOUR PAIRS.			TWENTY-SIX PAIRS.		
	N. & S.	E.&W.	DEALS.	N. & S.	E.&W.	DEALS.	N. & S.	E.&W.	DEALS.
1	22	1	1 { 2, 3, 4 / 5, 6	24	1	1	26	1	1
2	15	8	7	20	16	2	16	11	2
3	18	5	8, 9, 10	13	15	3, 4	19	8	3
4	17	6	11	10	7	5	15	12	4, 5
5	4	19	12	22	17	6. 7, 8	18	9	6
6	16	7	13	12	3	9	2	25	7, 8
7	13	10	14	23	11	10, 11, 12	24	3	9, 10
8	3	20	15	9	19	13, 14, 15	17	10	11, 12, 13
9	14	9	16, 17, 18	14	8	16, 17, 18	21	6	14, 15, 16
10	2	21	19, 20	5	4	19, 20	14	13	17, 18
11	12	11	21	18	2	21	20	7	19
12				21	6	22, 23	22	5	20 { 21, 22 / 23, 24
13							4	23	25

TABLE.	TWENTY-EIGHT PAIRS.			THIRTY PAIRS.		
	N. & S.	E. & W.	DEALS.	N. & S.	E. & W.	DEALS.
1	28	1	1	30	1	1
2	23	6	2, 3	19	12	2
3	22	7	4	29	2	3
4	17	12	5	24	7	4, 5
5	26	3	6, 7, 8, 9, 10	11	20	6, 7, 8
6	20	9	11	18	13	9, 10, 11, 12, 13
7	18	11	12, 13	27	4	14, 15, 16, 17
8	19	10	14, 15	26	5	18
9	27	2	16	17	14	19
10	25	4	17, 18, 19	22	9	20
11	8	21	20	28	3	21
12	16	13	21	23	8	22
13	24	5	22, 23, 24	16	15	23, 24, 25, 26
14	14	15	25, 26, 27	21	10	27, 28
15				25	6	29

TABLE.	THIRTY-TWO PAIRS.			THIRTY-FOUR PAIRS.			THIRTY-SIX PAIRS.		
	N. & S.	E. & W.	DEALS.	N. & S.	E. & W.	DEALS.	N. & S.	E. & W.	DEALS.
1	32	1	1, 2, 3	34	1	1	36	1	1
2	8	25	4, 5	17	18	2, 3	31	6	2
3	12	21	6	27	8	4	22	15	3, 4
4	18	15	7	32	3	5, 6	23	14	5
5	5	28	8, 9	26	9	7, 8	34	3	6 { 7, 8 / 9, 10
6	6	27	10	21	14	9, 10, 11	25	12	11, 12
7	10	23	11, 12	22	13	12, 13, 14	26	11	13,14,15,16
8	4	29	13, 14	33	2	15, 16	32	5	17,18,19,20
9	24	9	15, 16, 17	12	23	17,18,19,20	17	20	21
10	20	13	18	30	5	21	28	9	22,23,24
11	11	22	19	25	10	22	27	10	25
12	30	3	20	31	4	23	29	8	26
13	19	14	21,22,23,24	20	15	24, 25, 26	35	2	27
14	7	26	25	19	16	27, 28	4	33	28
15	2	31	26, 27, 28	28	7	29, 30	19	18	29
16	17	16	29, 30, 31	24	11	31	16	21	30,31
17				29	6	32, 33	24	13	32,33,34
18							30	7	35

TABLE.	SIX PAIRS—FIRST HALF.*			SIX PAIRS—SECOND HALF.		
	N. & S.	E. & W.	DEALS.	N. & S.	E. & W.	DEALS.
1	6	1	1, 2	6	1	6
2	4	5	3	3	5	7, 8, 9
3	2	3	4, 5	2	4	10

*The Howell method requires a double schedule for six pairs; consequently the number of deals to be played must be a multiple of ten. A better arrangement for six pairs is a combination of the Howell with the Snow system, as given on page 47.

When it is desired to play more than one deal for a set, three different plans are used:

First.—Play the schedule through as many times as are desired.

Second.—Put two, or more if desired, trays of the same number in place of each tray indicated in the schedule.

Under either of these plans, the same player has the lead on each deal of the set; to avoid this, it is preferable to use the following:

Third.—Lay out one set of deals, then, with tray No. 1 place the next higher numbered tray, and so on until a second set has been laid out; continue until the requisite number of trays has been arrranged. In place of each tray in the schedule, play and move the set which goes with it.

For instance, suppose it is desired for eight pairs to play four deals to a set, or twenty-eight deals in all, instead of seven as indicated in the schedule. Lay out the deals as follows:

Set No. 1 consists of deals 1, 8, 15, 22.
" 2 " " 2, 9, 16, 23.
" 3 " " 3, 10, 17, 24.
" 4 " " 4, 11, 18, 25.
" 5 " " 5, 12, 19, 26.
" 6 " " 6, 13, 20, 27.
" 7 " " 7, 14, 21, 28.

Methods of Scoring.—There are three methods—the original "Howell" System, the "Improved Howell" or "Exponent" System, and the "Match System." In each, a traveling score slip accompanies each deal, remaining folded so that the scores can not be seen until the play of the deal is over, when it is unfolded, the scores recorded, and the slip folded up again.

The Original Howell System of Scoring.

After the deal is played, record opposite the number of each pair the number of tricks which they have taken in the north and south or east and west columns, according to the position

FORM OF SCORE SLIP.

DEAL NO. 2. TRUMPS—CLUB KING.			
TOP SCORES.	8	7	
PAIRS.	SCORES.		LOSSES.
	N. & S.	E. & W.	
1	8	..	0
2	..	6	1
3	6	..	2
4	6	..	2
5	..	7	0
6	..	5	2
7	..	7	0
8	7	..	1

which the pair has been seated during the play. After the session is over, record the top scores at the head of the slip and against each pair place the variation of their score from the top score.

On a tabulating sheet, set down against each pair their respective losses on all the deals. The pair having the smallest total of losses is the winner of the match. If a plus and minus score is desired, ascertain the average loss and compare the totals of each pair with this average.

If there is an odd pair, record against the pair sitting out the average loss on the deals they do not play, *e. g.* in the case presented on the score slip just given, if there had been an odd pair, which did not play the deal in question, they should be recorded as "1" in column headed "losses," since this is the average loss on the deal.

Instead of recording losses from highest scores, gains above lowest scores may be recorded. The result is in substance the same, and is identical if a plus and minus score is worked out as stated above.

The Modified Howell or Exponent System of Scoring.

This is a most ingenious method of equating the north and south and the east and west scores, so as to obtain the same result as if the average of each side was taken and each score compared with the average of the side on which it is made.

It has been customary to reckon these scores on the basis of losses from the highest score recorded. It practically makes no difference whether this system is followed or reversed and the scores recorded by gains from the lowest scores. It has been found simpler to explain the latter plan and much easier to satisfy players that it is correct and equitable. The following directions, therefore, follow the plan of scoring gains in preference to the method customarily in use. The final results are identical, and the same directions with the proper reverse of gains to losses and similar changes will apply to the method of scoring by losses.

Directions for Scoring Under "Exponent" System.

1. Use a form of traveling score slip having four columns for entries—one for north and south scores, one for east and west scores, one for north and south gains, and one for east and west gains.

2. During the play record the number of tricks won by the respective pairs opposite their own numbers, and in the north and south or in the east and west column, according to the positions in which the pairs are seated when they play the deal.

3. When the match is over, take each score slip separately, note the lowest north and south score, record in the north and south gain column a zero against each pair making this lowest score and the difference between the score made and such lowest score against each pair making more than such lowest score. In the same way, record the lowest east and west score, and enter the variations from it in the east and west gain column.

4. Add up separately the two gain columns; if their sums are alike, no equating is necessary. If the sums of the two columns differ, add to each entry in the lesser gain column a fraction having for its denominator the number of tables in play and for its numerator the difference between the two gain columns. In practice, the denominator is not written, and the nominator is entered like an "exponent," a little above and to the right of the original entries in the lesser gain column.

5. On the tabulating sheet, in the columns provided for the respective deals, enter the gains equated, as above, against the respective pairs.

6. When all the slips have been entered on the tabulating sheet, sum up the gains of each pair; first add the "exponents" and divide their sum by the number of tables in play (the unexpressed denominator); enter the remainder as a fraction and add the quotient as a whole number to the whole numbers in the table of gains. The pair having the largest total of gains is the winner of the match.

7. In case a plus or minus result is desired, find the average total gain, as directed below, and compare each individual total gain with this.

TESTS.

8. The combined total of the two gain columns on each slip should be equal to the product of the number of tables in play, multiplied by the highest gain recorded on that deal.

9. The average equated gain on each deal is equivalent to a fraction having for its numerator the total of the larger gain column and for a denominator the number of tables in play. The total equated gain on any deal, including fractions, should be equal to double the numerator of this average gain. It is found quickly by adding to the sum of the whole numbers the "exponent" number (*i. e.*, the numerator of the fraction,) used in equating.

10. In making up the tabulating sheet, enter at the foot of each column the average equated gain computed as above, omitting the denominator, and the total of these numerators should be one-half the sum of the total gains of all the pairs. The same total divided by the number of tables in play (*i. e.*, the unexpressed denominator), is the "average total gain."

SPECIAL CASES.

11. If anything occurs during the play requiring averages to be taken on any deal, compute the averages and enter them up before equating the gains on that deal.

12. If an odd number of pairs is engaged in play, each pair should be recorded on the score slip of each deal which they do not play as gaining zero with an exponent equal to the total of the *larger* gain column, in this manner giving them the average on that deal.

In all equating and testing this odd score should be neglected. It must also be allowed for in testing the total gains with the total average gain.

Note that the total number of "**tables in play**" *does not include a table where an odd pair sits "by."*

SPECIMENS OF SCORE SLIPS.

DEAL No..... ... TRUMP				
	LOW SCORE.	LOW SCORE.		
PAIR NO.	SCORE N. & S.	SCORE E. & W.	GAIN N. & S.	GAIN E. & W.
1	....	....	....	....
2	....	...	...	....
3	....	....	....	..
4	....	....	....	....
5	...	....	....	...
6	...	....	...	....
7	....	...	....	....
8	....	....	....	...
9	....	....	....	...
10	....	....	....	....
11	..	....	....	...
12	....	....	....	....
13	....	....	...	....
14	....	....	....	...
15	....	....	....	...
16	...	....	....	...
Total	....	....	....	

EVEN NUMBER OF PAIRS.

DEAL No. 2. TRUMP—CLUB KING.				
LOW SCORE.	6	5		
PAIRS.	SCORE N. & S.	SCORE E. & W.	GAIN N. & S.	GAIN E. & W.
1	8	..	2^2	..
2	..	6	..	1
3	6	..	0^2	..
4	6	..	0^2	..
5	..	7	..	2
6	..	5	..	0
7	..	7	..	2
8	7	.	1^2	..
Total			3	5

ODD NUMBER OF PAIRS.

DEAL No. 2. TRUMP—CLUB KING.				
LOW SCORE.	6	5		
PAIRS.	SCORE N. & S.	SCORE E. & W.	GAIN N. & S.	GAIN E. & W.
1	8	..	2^2	..
2	..	..	..	0^4
3	6	..	0^2	..
4	6	..	0^2	..
5	..	7	..	2
6	..	5	..	0
7	..	7	..	2
..	..	..	..	..
Total			2	4

The above is a much more equitable method of scoring than the original Howell System. While apparently complicated, it is really quite easy to operate unless the number of tables is large; and although it is for many difficult of comprehension, the most careful scrutiny will detect no flaw in its mathematical accuracy and essential fairness in presenting the results of the play of the competing pairs.

The Match System of Scoring.

Use a traveling slip with three columns for entries—one for north and south scores, one for east and west scores, and one for match scores. Record the scores made by the respective pairs as in the preceding systems.

After the match is over, add separately the north and south and the east and west columns on each slip. Divide these totals by the number of tables in play; if the quotient contains a fraction differing from a whole number by not more than one-third, take the nearest whole number as the quotient. If the quotient is a mixed number containing a fraction greater than one-third and less than two-thirds, record the fraction as one-half for uniformity. (This last is immaterial, as it does not affect the result, but is convenient.)

In the match score column, record each pair making the average as one (1), each pair making more than the average as two (2), and each pair making less than the average as zero (0).

This is preferable to using the older method of scoring the pairs as one-half (½), one (1), and zero (0), respectively, since it avoids fractions and the comparative result is the same.

SPECIMEN OF SCORE SLIP.

DEAL NO. 2.
TRUMP—CLUB KING.

AVERAGE.	7	6	
PAIRS.	SCORES.		MATCH SCORE.
	N. & S.	E. & W.	
1	8	..	2
2	..	6	1
3	6	..	0
4	6	..	0
5	..	7	2
6	..	5	0
7	..	7	2
8	7	..	1
TOTAL	27	25	8

TESTS.

1. The sum of the north and south and east and west totals should be equal to thirteen times the number of tables in play.

2. The total of the match scores should be equal to the number of pairs.

NOTE.—In case an odd pair sits out, it should be recorded as one (1) in the match score column, thus giving it the average score of the deal.

Club Tournaments Under the Howell System.

The Howell System, by bringing every pair against every other pair in each session, presents a most satisfactory basis for a tournament in which partners are changed at each session.

The most convenient method of arranging the change of partners is as follows: Number all the players; if the number is odd, proceed as if there was an additional player, which call "dummy." Dummy should bear the highest number, and his partner sits bye in each round. For the first arrangement, pair up the highest with the lowest, the next highest with the next lowest, and so on. For each successive arrangement, retain the highest number as a pivot and rotate the other numbers in regular order, each following the next lower number, and one following the next to the highest number. If there is an odd number of pairs, "dummy" is the pivot, and the players sit out in regular order, commencing with one.

ARRANGEMENT OF PARTNERS.

1ST ARRANGEMENT.	2d ARRANGEMENT.	3d ARRANGEMENT.	4th ARRANGEMENT.	5th ARRANGEMENT.	
12 and 1	12 and 2	12 and 3	12 and 4	12 and 5	Etc.
11 " 2	1 " 3	2 " 4	3 " 5	4 " 6	
10 " 3	11 " 4	1 " 5	2 " 6	3 " 7	
9 " 4	10 " 5	11 " 6	1 " 7	2 " 8	Etc.
8 " 5	9 " 6	10 " 7	11 " 8	1 " 9	
7 " 6	8 " 7	9 " 8	10 " 9	11 " 10	Etc.

The Edgewood System.

In clubs consisting of both ladies and gentlemen, a schedule is often devised to be such that each lady will play one session with each of the gentlemen as a partner. This is easily arranged by numbering the gentlemen and having the ladies play with them in numerical order, the higher numbers each following after the next lower, and the lowest number after the highest.

In the Edgewood Duplicate Whist Club, which consists of ten married couples, a specially satisfactory schedule has been devised, so arranged that at each session the couples exchange partners with each other, Mrs. A. playing with Mr. B. when Mrs. B. and Mr. A. are partners, and so on in each case. The husbands and wives have the same numbers, and the ladies exchange partners for the ten sessions as follows:

EDGEWOOD SCHEDULE.

		GENTLEMEN.									
LADIES.		1st.	2d.	3d.	4th.	5th.	6th.	7th.	8th.	9th.	10th session.
1	plays with	10	1	2	3	4	5	6	7	8	9
2	"	9	10	1	2	3	4	5	6	7	8
3	"	8	9	10	1	2	3	4	5	6	7
4	"	7	8	9	10	1	2	3	4	5	6
5	"	6	7	8	9	10	1	2	3	4	5
6	"	5	6	7	8	9	10	1	2	3	4
7	"	4	5	6	7	8	9	10	1	2	3
8	"	3	4	5	6	7	8	9	10	1	2
9	"	2	3	4	5	6	7	8	9	10	1
10	"	1	2	3	4	5	6	7	8	9	10

A similar schedule may be arranged for any number of couples.

In each session a pair match is played under the Howell System.

Seventh Method—The Howell-Snow System.—Arrange and play the deals in sets, as under the Snow System; move the players as under the Howell System, after each set of deals is played; use the Howell score slips.

This system has decided advantages whenever a large number of deals is to be played, since an intermission can be taken after any set of deals is completed.

The number of changes is always equal to the number of pairs participating, if odd, and one less than the number of pairs participating if even. The number of deals must be a multiple of the number of changes, and not less than the product of the number of changes by the number of tables in play, not counting a table at which an odd pair sits bye.

With	5	pairs play	10, 15, 20, 25, &c., deals.
"	6	"	15, 20, 25 "
"	7	"	21, 28, 35 "
"	8	"	28, 35 "
"	9	"	36, 45, 54 "
"	10	"	45, 54 "
	&c.	&c.	&c.

When arranging for five or six pairs, use the following, instead of the double schedule required by the Howell System:

TABLE.	FIVE PAIRS.		SIX PAIRS.	
	N. & S.	E. & W.	N. & S.	E. & W.
1	X	1	6	1
2	5	2	5	2
3	4	3	4	3

Similar schedules can readily be written out for higher numbers whenever the Howell schedules are not available, and can be used under this system, although the more elaborate Howell arrangements are preferable when it is desirable to equalize the comparative locations of the respective pairs. The simplicity of the movement is greatly in its favor when the Howell movement cards can not be obtained.

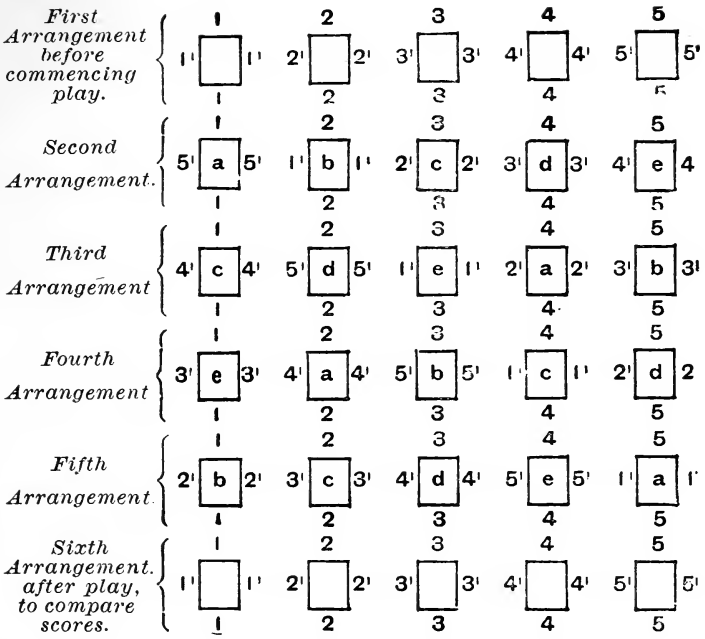
Progressive Matches for Fours.

The Mitchell System.—Seat each team of four at a table, move the East and West players one table, and proceed as in the Mitchell System for pairs. Add the north and south score to the east and west score of each team, and compare totals. To obtain results which will show a comparison between the pairs, it is necessary for the pairs of each team to play with each other. This is not necessary when only a team result is desired.

The Howell System.—This is a most interesting modification of the Mitchell System, and is a good arrangement for a short tournament between a large number of clubs.

The North and South players sit still, and the East and West move, as under the Mitchell System. The deals, however, are moved *from the center table to the head table*, and the others in rotation. As the movement must be made with care, and is always the same from each table, it is well to have the correct movement marked on a card, and to have the changes made by the North player at each table. In the following diagrams, the players of each team bear the same number, the East and West players bearing prime marks (1^1 1^1, 2^1 2^1, etc.). The deals are marked with letters.

As will be seen, the first and last arrangements are not for play. They may be omitted, if desired, but starting with the first arrangement, will do much to prevent mistakes in the position of players, which might not otherwise be discerned until too late. The final movement into the last position, which is the same as the first, brings the four players of each team together again for the comparison of their scores.



If it is desired to compare the play of the *pairs* which compose the respective teams, a deal (or set of deals) may be played while the players are seated as indicated for the first arrangement; this will not affect the match scores, but will permit the comparison of the scores made by each pair with that made by the other pairs seated the same way of the tables, and will also greatly facilitate the making up of a "trick score" for the team. It is quite usual to play a tournament of this kind in three rounds, requiring a change of partners for each round, so as to show the team work of the competing fours. In such case, if a trick score has been kept as above, it is possible to give an individual score for each member of each team.

The tournament is really a combination of short matches between every club and every other club. Whatever deals are played between the North and South players of any particular club, and the East and West players of any other club, are in some part of the tournament overplayed between the East and West players of the former club and the North and South players of the latter. The result of the little matches is ascertained at the end, when the fours are brought together. Each club scores 2 (two) for each match won, 1 (one) for each match tied, and 0 (zero) for each match lost. The sum of these scores gives the result of the tournament; in case of a tie in this "match score," the preference should be given to the one of the teams so tying having the larger "trick score."

The above is, in strictness, only applicable to an odd number of teams. If the number is even, add a dummy table and proceed as if the dummy table represented an actual four. In this way on each round, four players (*i. e.*, those who would have played with the players from the dummy table, had there been any,) sit out without playing. For example, in the diagram given above, suppose but four teams are engaged, five tables and five sets of hands will still be used, but there will be no players in the places of 5 5 and 5^1 5^1. In the first round (second arrangement), 1 1 and 4^1 4^1 will not play; in the second round (third arrangement), 2 2 and 3^1 3^1 will not play, and so for the succeeding rounds. *Care must be taken in moving the deals to see that the deals at the dummy table are moved as well as the others.*

The Clay System.—Proceed as in the Clay System for pairs. The same result is obtained as in the Howell System, with less confusion and liability to error in the moving of the deals, and without the necessity of using a dummy table. It requires, however, the use of twice as many deals as tables, and the playing of all but two of them by each team. The two pairs of the same team need not play when they meet at the same table, but the deal must be moved precisely as if they had played it.*

In arranging the deals for fours under this system, the odd deals should be put out in regular order first, then the even deals. By this means, the deals played between any two teams are brought in consecutive order on the score sheet, which is desirable for comparison and compilation of the scores.

		4 Tables.	5 Tables.	6 Tables.	7 Tables.
At Table	1 Place Deals	1 and 3	1 and 3	1 and 3	1 and 3
"	2 "	5 " 7	5 " 7	5 " 7	5 " 7
"	3 "	2 " 4	9 " 2	9 " 11	9 " 11
"	4 "	6 " 8	4 " 6	2 " 4	13 " 2
"	5 "		8 " 10	6 " 8	4 " 6
"	6 "			10 " 12	8 " 10
"	7 "				12 " 14

When it is desired to play three deals at a table, the deals should first be arranged in three sets, as follows:

First Set.	Second Set.	Third Set.
1	2	3
4	5	6
7	8	9
10	11	12
etc.	etc.	etc.

Then place the trays at the tables, first putting out the first set in order, then the second set, and finally the third set.

*It is well to have pairs of the same team play when they meet, for the reasons given under the Howell System, page 49.

			4 Tables.	5 Tables.	6 Tables.	7 Tables.
At Table	1	Place Deals	1 and 4	1 and 4	1 and 4	1 and 4
"	2	"	7 " 10	7 " 10	7 " 10	7 " 10
"	3	"	2 " 5	13 " 2	13 " 16	13 " 16
"	4	"	8, 11, 3 6, 9, 12	5 " 8	2 " 5	19 " 2
"	5	"		11, 14, 3, 6 9, 12, 15	8 " 11	5 " 8
"	6	"			14, 17, 3, 6, 9 12, 15 18	11 " 14
"	7	"				17, 20, 3, 6, 9 12, 15, 18, 21

In a similar manner a larger number can be arranged.

The Parallel System.—This can be used for fours, but has no advantage over the plans given above. If it is employed, the deals should be arranged in a manner similar to that used in the Clay System.

The Snow System.—This can be used whenever the number of teams is small, or an opportunity afforded for the play of a large number of deals. It is played precisely as has been described for pairs. When applicable, it is the most satisfactory of all systems.

The New England System.

In order to avoid the confusion of the movement of deals under the Howell System, with the possibilities of error if the trays, by any chance, are taken to the wrong table, the following has recently been devised by the author and was first used at the Annual Meeting of the New England Whist Association, in May, 1900.

Starting the teams together, play one or more deals, as may be desired according to the number of the teams engaged. Let the East and West players take this deal or deals to the next table, and, skipping this table, take seats at the next succeeding table, play a new deal or set of deals, as the case may be, and proceed as before. In this way the East and West players are seated successively at alternate tables, and, on the second round, play at the tables previously skipped by them.

The number of tables in play must be odd; and, if an even number of teams engage, a dummy table must be used as in the Howell System. As the movement of players and trays are uniform, a dummy table is much less likely to occasion confusion than under the old system. The movement may be made in either direction, but, preferably, players and trays should move toward the lower numbered tables. In this way, the North and South players will receive the deals in regular one, two, three order; the East and West players in reverse order. The opposition of teams will be the same as under the Howell Modification of the Mitchell System.

SAMPLE SCHEDULE—FIVE TABLES.

	First Position.			Second Position.			Third Position.			Fourth Position.			Fifth Position.		
	N.	E.	D.	N.	E.	D.	N.	E.	D.	N.	E.	D.	N.	E.	D.
First table	1	1	1	1	3	2	1	5	3	1	2	4	1	4	5
Second table ...	2	2	2	2	4	3	2	1	4	2	3	5	2	5	1
Third table	3	3	3	3	5	4	3	2	5	3	4	1	3	1	2
Fourth table ...	4	4	4	4	1	5	4	3	1	4	5	2	4	2	3
Fifth table ...	5	5	5	5	2	1	5	4	2	5	1	3	5	3	4

The figures under "N" indicate the North and South pairs, those under "E" the East and West pairs, and those under "D" the deals played.

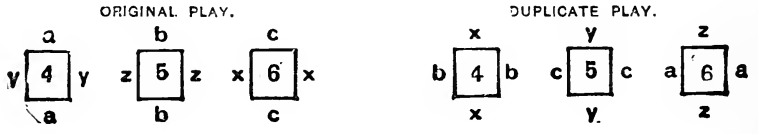
Matches for Teams for more than Four Players.

Teams of Six—The Harvard Plan.—So called because it was devised by a member of the Harvard Whist Club. It has been successfully used in matches between the Harvard and Yale Whist Clubs.

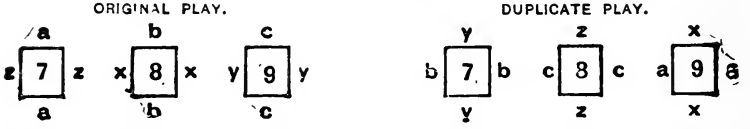
In the following diagrams of this system, *a a*, *b b*, *c c* represent the players of one team, *x x*, *y y*, *z z* those of the other team. On the overplay, the deals are left on the tables where they have been originally played, all the players changing their seats.

If the match is long enough to allow of three rounds, the first arrangement is as above, the second and third as follows:

SECOND ROUND.



THIRD ROUND.



This system can be used without trays or other paraphernalia to hold the cards, since the players all move, leaving the deals on the tables.

Teams of Eight—The Narragansett System.—Devised by the author, and first used in the Narragansett Whist Club. It is the form of play adopted by the New England Whist Association, for use in matches for the American Whist Club Trophy. Its especial value in Club play is in the practice which it

affords eight men with each other, thus furnishing a larger field from which to select teams of four to play in behalf of the Club.

Although the schedule, at first sight, seems quite complex, its movement is in reality very simple.

The four tables are arranged at the corners of a square. Table No. 1 at the northwest corner, No. 2 at the northeast, No. 3 at the southeast, No. 4 at the southwest. At the beginning of each round, one tray is placed on each table. These trays should be numbered consecutively, and should be placed on the tables in regular order according to their numbers, the lowest numbered tray at table No. 1, the next at No. 2, and so on.

The players of each team should be numbered, those of the first or challenged team from 1 to 8, those of the second or challenging team from 9 to 16. Each player should wear a tag or badge plainly showing his number. The players of team No. 1 should be seated east and west at the northwest and southeast tables—north and south at the northeast and southwest tables. The players of team No. 2 take the remaining seats.

In each round, a change is made after one board has been played at each table, making three changes in all. At the first change, the trays are exchanged east and west, that is, from the northwest table to the northeast table, from the northeast table to the northwest table, from the southeast table to the southwest table, from the southwest table to the southeast table. The players of team No. 1, at the same time, exchange seats north and south, that is, those at the northwest table go to the southwest, those at the southwest go to the northwest, those at the northeast go to the southeast, those at the southeast go to the northeast.

After one more board has been played at each table, trays are exchanged diagonally, from northwest to southeast, from southeast to northwest, from northeast to southwest, from southwest to northeast, while the players change east and west, from northeast to northwest, from southeast to southwest, and *vice versa*.

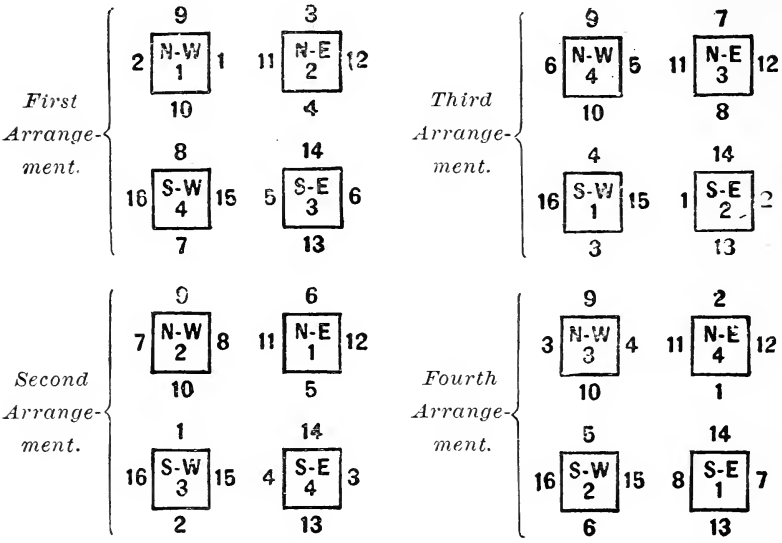
After another tray has been played, comes the third change, which is precisely like the first, trays east and west, players north and south.

It will be seen that the players in each case pass around the circuit of the tables, continuing in whatever way they began. Players originally at the northwest or southeast tables go around to the left, or against the hands of a watch; those originally at the northeast or southwest tables go around to the right, or with the hands of a watch. As the players change their hands from table to table, they change their positions at the table in the same order, those going around to the right changing from north to east, from east to south, from south to west, from west to north;

those going around to the west change from north to west, from west to south, from south to east, from east to north.

In consequence of this manner of change, in each round each player leads in one of the four deals, plays once against each combination of the adversaries, and is in comparison once with each member of the adverse team.

DIAGRAM OF CHANGES IN FIRST ROUND.



In the above diagrams, the numbers inside the squares indicate the number of the deals; those on the outside, the players—1 to 8, inclusive, the challenged team; 9 to 16, inclusive, the challenging team.

At the end of each round, partners are exchanged until each player has played once with each of the other members of his own team as a partner. A complete match, therefore, consists of twenty-eight deals, each of which is played by all of the players of each team.

For the purpose of exchanging partners, the players of the two teams should be numbered, the challenged team from 1 to 8 inclusive, the challenging team from 9 to 16 inclusive. Reserving the numbers 1 and 9 for the captains, the other players of each team may be arranged in alphabetical order, or otherwise, as preferred, and numbered consecutively. It is well to have each player marked with a tag or badge, plainly indicating his respective number, as this tends to prevent errors.

No. 9 retains the same position throughout the entire match; all others change with more or less frequency, the number of

changes having been made as few as is consistent with the other ends in view. Great care should be taken at the commencement of each round to see that the players are in their proper positions, and that the deals are properly placed. Players should also be cautioned to see that the changes have been properly made before the cards are taken in hand for play.

The changes of players are the same in each team, and the combinations are made up at the commencement of each round, in accordance with the following table:

ARRANGEMENT OF PLAYERS BY ROUNDS.

ROUNDS.	CHALLENGED CLUB.	CHALLENGING CLUB.
First.....	1 & 2, 3 & 4, 5 & 6, 7 & 8	9 & 10, 11 & 12, 13 & 14, 15 & 16
Second.....	1 & 3, 2 & 4, 5 & 7, 6 & 8	9 & 11, 10 & 12, 13 & 15, 14 & 16
Third.....	1 & 4, 2 & 3, 5 & 8, 6 & 7	9 & 12, 10 & 11, 13 & 16, 14 & 15
Fourth.....	1 & 5, 2 & 6, 3 & 7, 4 & 8	9 & 13, 10 & 14, 11 & 15, 12 & 16
Fifth.....	1 & 6, 2 & 7, 3 & 8, 4 & 5	9 & 14, 10 & 15, 11 & 16, 12 & 13
Sixth.....	1 & 7, 2 & 8, 3 & 5, 4 & 6	9 & 15, 10 & 16, 11 & 13, 12 & 14
Seventh.....	1 & 8, 2 & 5, 3 & 6, 4 & 7	9 & 16, 10 & 13, 11 & 14, 12 & 15

Under the following schedule, the arrangement of players is such that in each pair of rounds the leading through is equalized; each player who is led through by a player of the opposite team in the first round, leads through such player in the second round, so, also, in the fourth and fifth rounds, and in the sixth and seventh rounds, thus equalizing, so far as is practicable in seven rounds, the "playing through" of the members of the two teams. The third is the odd round and does not balance with either of the others.

It is well to have a copy of this schedule placed on each of the four tables, and to have the players see that they are correctly seated and that they have the right tray, before the cards are taken up for play. After a little practice the movement will be found to proceed quite rapidly and without confusion.

The north and south score only should be kept at each table; it should be checked by one of the East and West players and taken up before the players and trays are changed. If the record of the score is allowed to remain on the table until the round is completed, it is practically impossible to prevent the moving players from noticing the score which has been made on deals which are to be afterwards played by them at some other table.

The sum of the north and south scores made by the first team at tables 2 and 4 is compared with the sum of the north and south scores made by the second team at tables 1 and 3, the result showing the gains of the respective teams.

NARRAGANSETT SCHEDULE
(REVISED EDITION.)
DUPLICATE WHIST FOR TEAMS OF EIGHT PLAYERS.

TABLES. 1 2 4 3	NORTHWEST TABLE 1.			NORTHEAST TABLE 2.			SOUTHEAST TABLE 3.			SOUTHWEST TABLE 4.		
	N. E. S. W.		T.	N. E. S. W.		T.	N. E. S. W.		T.	N. E. S. W.		T.
FIRST ROUND.	9 1 10 2		1	3 12 4 11		2	14 6 13 5		3	8 15 7 16		4
	8 7		2	6 5		1	3 4		4	1 2		3
	5 6		4	7 8		3	2 1		2	4 3		1
	4 3		3	2 1		4	7 8		1	5 6		2
SECOND ROUND.	9 3 11 1		5	4 12 2 10		6	15 5 13 7		7	6 14 8 16		8
	6 8		6	5 7		5	4 2		8	3 1		7
	7 5		8	8 6		7	1 3		6	2 4		5
	2 4		7	1 3		8	8 6		5	7 5		6
THIRD ROUND.	9 1 12 4		9	2 11 3 10		10	16 8 13 5		11	7 14 6 15		12
	7 6		10	8 5		9	2 3		12	1 4		11
	5 8		12	6 7		11	4 1		10	3 2		9
	3 2		11	4 1		12	6 7		9	5 8		10
FOURTH ROUND.	9 5 13 1		13	2 10 6 14		14	15 3 11 7		15	8 16 4 12		16
	8 4		14	3 7		13	2 6		16	5 1		15
	7 3		16	4 8		15	1 5		14	6 2		13
	6 2		15	1 5		16	4 8		13	7 3		14
FIFTH ROUND.	9 1 14 6		17	7 10 2 15		18	16 8 11 3		19	4 13 5 12		20
	4 5		18	8 3		17	7 2		20	1 6		19
	3 8		20	5 4		19	6 1		18	2 7		17
	2 7		19	6 1		20	5 4		17	3 8		18
SIXTH ROUND.	9 7 15 1		21	2 10 8 16		22	13 3 11 5		23	6 14 4 12		24
	6 4		22	3 5		21	2 8		24	7 1		23
	5 3		24	4 6		23	1 7		22	8 2		21
	8 2		23	1 7		24	4 6		21	5 3		22
SEVENTH ROUND.	9 1 16 8		25	5 10 2 13		26	14 6 11 3		27	4 15 7 12		28
	4 7		26	6 3		25	5 2		28	1 8		27
	3 6		28	7 4		27	8 1		26	2 5		25
	2 5		27	8 1		28	7 4		25	3 6		26

Team No. 1. Players are numbered from 1 to 8.

Team No. 2. Players are numbered from 9 to 16.

The letters "N. E. S. and W" indicate the positions of players at the table, and the numbers in the columns under those letters indicate the players holding those positions.

The numbers under the columns marked "T" indicate the trays which are to be played.

IN EACH ROUND.

First Change—Trays east and west; players north and south.

Second Change—Trays diagonally; players east and west.

Third Change—Trays east and west; players north and south.

Matches Between Teams of More Than Eight Players.

Progressive Matches.—Any pair system is available. Half the players of each team, or as near thereto as possible, are seated north and south, the rest, east and west. The players of the challenging team retain their places, while those of the home team move, taking seats north and south, or east and

west, according as they find their adversaries seated at the different tables.

Where an odd number of pairs are engaged on each side, each team should add to its score the average of all the scores of those seated opposite to its odd pair. This, however, can be dispensed with by employing the Harvard System, as given above, for teams of six, which is equally applicable to matches between teams consisting of any number of pairs.

When each team consists of an even number of pairs, the parallel system is in general advisable. It was first employed in the match for the Brooklyn Trophy at the Sixth Congress, held at Manhattan Beach, in June, 1896, between teams of twenty-eight players, representing the New England and the New Jersey Whist Associations. In the challenge match for the same trophy, played in Boston, between teams representing the same associations, the deals only were moved, the players of both teams retaining their seats and playing against the same adversaries throughout the entire match.

The Club System.—In matches between clubs or associations, in which more than eight players participate on each side, it is customary for the captains to arrange the players before the match begins, seating one-half of each team north and south, the other half east and west. The deals are moved from table to table as under the Mitchell System, but the players retain their positions throughout the match. It is preferable that each team should consist of an even number of pairs; if there is an odd pair on each side, the average score of all the pairs seated opposite to the odd pair should be added to the total score of its team.

Under this system a comparison of the scores of the respective pairs is of little value, since the result in each case is in a large measure dependent upon the ability of the particular pair of opponents which each is seated against. Retaining the same adversaries is, however, conducive to a better quality of play than can be expected in a progressive match, especially between strangers. There is also quite a saving of time under this system as the frequent movement of players is avoided. The number of trays to be played may vary as desired, since it is not necessarily confined to a multiple of the number of tables as in progressive systems.

Matches Between Three Teams.—The first match ever played between three teams of more than four players each, was played for the Brooklyn Trophy at the Seventh American Whist Congress, Put-in-Bay, July 5, 1897, between teams of twenty players each, representing the New England, New York State and Atlantic Whist Associations.

The tables were arranged in three rows, each team seated in a seperate row, and two deals were placed at each table. Before the play commenced, the East and West players moved to the corresponding tables in the next row, from first row to second, from second to third, from third to first. Each row then proceeded to play independently, under the Mitchell System. When each row had completed its play, the East and West players moved across to the next row again, as before, while the deals were moved to the corresponding tables in the next row in the other direction, from third row to second, from second to first, from first to third. Each row proceeded again to play independently, under the Mitchell System. As will be seen, on the second round, the North and South players of each team play the same deals as were played on the first round by their own (East and West) partners against the (North and South) partners of their adversaries. In this way, three matches proceed together, each team playing one-third of the entire number of deals as a match with each of the others. This match is, in reality, a combination of the Mitchell and Howell Systems, each row playing through under the former system, and exchanging across under the latter. This system is applicable to teams of any size, provided they are multiples of four; it can be used, moreover, for any other odd number of teams. As the North and South players do not move, they meet only the East and West players of the other teams, and *vice versa*.

If it is desired to have every pair of each team meet every pair of each of the other teams, the following plan should be followed:

Team 1 sits N. & S. in Row 1, E. & W. in Row 2
" 2 " " " 2, " " 3
" 3 " " " 3, " " 1

Play through each row independently, under the Mitchell or Clay Systems.

FIRST CHANGE.—Put out a new set of deals in Rows 1 and 2 (not in 3), carefully preserving the sets which have been played.

Move E. & W. Players in Row 1 to E. & W. in Row 3
" N. & S. " " 2 N. & S. " 3
" N. & S. " " 3 E. & W. " 1
" E. & W. " " 3 N. & S. " 2

Play through as before.

SECOND CHANGE.

Put out in Row 2, Deals then in Row 1
" " 1, " originally " 2
" new set in " 3

Move E. & W. Players in Row 1 to E. & W. in Row 3
" N. & S. " " 2 " E. & W. " 1
" E. &W. " " 3 " N. & S. " 2

Play through as before.

THIRD CHANGE.

Put out in Row 2, Deals originally in Row 1.
" " 1, Second set of Deals from Row 2.

Move players precisely as in first change and play through as before.

ARRANGEMENTS.	FIRST ROW.			SECOND ROW.			THIRD ROW.		
	N.	E.	DEALS.	N.	E.	DEALS.	N.	E.	DEALS.
First	a	y	1	m	b	3	x	n	5
Second	a	x	2	n	b	4	m	y	5
Third	a	n	3	y	b	2	m	x	6
Fourth	a	m	4	x	b	1	y	n	6

If it is desired to have each team play the entire number of deals, so as to compare the teams with each other by the total number of tricks won, instead of playing a match between each team, the arrangement of players and deals should be as follows:

ARRANGEMENTS.	FIRST ROW.			SECOND ROW.			THIRD ROW.		
	N.	E.	DEALS.	N.	E.	DEALS.	N.	E.	DEALS.
First	a	m	1	x	b	2	y	n	3
Second	a	n	2	y	b	1	x	m	4
Third	a	x	3	n	b	4	m	y	2
Fourth	a	y	4	m	b	3	n	x	1

Matches Between More Than Three Teams.—The first match between more than three teams of more than eight players each was played for the Brooklyn Trophy, at the Eighth American Whist Congress, Boston, July 11, 1898. Four teams of sixteen players each entered. They drew for opponents and each played a series of three matches under the Club System, one with each of the other competing teams. A similar plan was followed in the match for the Brooklyn Trophy at the Ninth Congress, Chicago, July 10, 1899, in which five teams of sixteen players each entered; five rounds were played, each team sitting bye in one round and playing four matches, one with each of their competitors, in the remaining rounds.

The Laws of Duplicate Whist.

As amended and adopted at the Tenth American Whist Congress, held at Niagara Falls, N. Y., July, 1900.

Definitions.—The words and phrases used in these laws shall be construed in accordance with the following definitions unless such construction is inconsistent with the context:

(*a*) The thirteen cards received by any one player are termed a "hand."

(*b*) The four hands into which a pack is distributed for play are termed a "deal"; the same term is also used to designate the act of distributing the cards to the players.

(*c*) A "tray" is a device for retaining the hands of a deal and indicating the order of playing them.

(*d*) The player who is entitled to the trump card is termed the "dealer," whether the cards have or have not been dealt by him.

(*e*) The first play of a deal is termed "the original play"; the second or any subsequent play of such deal, "the overplay."

(*f*) Duplicate Whist is that form of the game of Whist in which each deal is played once only by each player and in which each deal is so overplayed as to bring the play of teams, pairs or individuals into comparison.

(*g*) A player "renounces" when he does not follow suit to the card led; he "renounces in error" when, although holding one or more cards of the suit led, he plays a card of a different suit; if such renounce in error is not lawfully corrected, it constitutes a "revoke."

(*h*) A trick is "turned and quitted" when all four players have turned and quitted their respective cards.

Law I.—Shuffling.—SEC. 1. Before the cards are dealt, they must be shuffled in the presence of an adversary or the umpire.

SEC. 2. The pack must not be so shuffled as to expose the face of any card; if a card is so exposed, the pack must be reshuffled.

Law II.—Cutting for the Trump.—SEC. 1. The dealer must present the cards to his right hand adversary to be cut; such adversary must take from the top of the pack at least four cards and place them toward the dealer, leaving at least four cards in the remaining packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other. If, in

cutting or in reuniting the separate packets, a card is exposed, the pack must be reshuffled and cut again; if there is any confusion of the cards or doubt as to the place where the pack was separated, there must be a new cut.

Law III.—Dealing.—SEC. 1. When the pack has been properly cut and reunited, the cards must be dealt one at a time, face down, from the top of the pack, the first to the player at the left of the dealer, and each successive card to the player at the left of the one to whom the last preceding card has been dealt. The last, which is the trump card, must be turned and placed face up on the tray, if one is used; otherwise, at the right of the dealer.

SEC. 2. There must be a new deal—

(*a*) If any card except the last is faced or exposed in any way in dealing;

(*b*) If the pack is proved incorrect or imperfect;

(*c*) If either more or less than thirteen cards are dealt to any player;

(*d*) If, after the first trick has been turned and quitted on the original play of a deal, one or more cards are found to have been left in the tray.

Law IV.—The Trump Card.—SEC. 1. The trump card and the number of the deal must be recorded, before the play begins, on a slip provided for that purpose and must not be elsewhere recorded. Such slip must be shown to an adversary, then turned face down and placed in the tray, if one is used.

SEC. 2. The dealer must leave the trump card face up until it is his turn to play to the first trick; he must take the trump card into his hand and turn down the trump slip before the second trick is turned and quitted.

SEC. 3. When a deal is taken up for overplay, the dealer must show the trump slip to an adversary, and thereafter the trump slip and trump card shall be treated as in the case of an original deal.

SEC. 4. After the trump card has been lawfully taken into the hand and the trump slip turned face down, the trump card must not be named nor the trump slip examined during the play of the deal; a player may, however, ask what the trump suit is.

SEC. 5. If a player unlawfully looks at the trump slip, his highest or lowest trump may be called; if a player unlawfully names the trump card or unlawfully shows the trump slip to his partner, his partner's highest or lowest trump may be called.

SEC. 6. These penalties can be inflicted by either adversary at any time during the play of the deal in which they are incurred before the player from whom the call can be made has played to

the current trick; the call may be repeated at each or any trick until the card is played but can not be changed.

SEC. 7. When a deal has been played, the cards of the respective players, including the trump card, must be placed in the tray face down and the trump slip placed face up on top of the dealer's cards.

SEC. 8. If, on the overplay of a deal, the dealer turns a trump card other than the one recorded on the trump slip and such error is discovered and corrected before the play of the deal is commenced, the card turned in error is liable to be called.

SEC. 9. If such error is not corrected until after the overplay has begun and more than two tables are engaged in play, the players at that table shall take the average score for the deal; if less than three tables are in play, there must be a new deal.

SEC. 10. Should a player record on the trump slip a different trump from the one turned in dealing and the error be discovered at the next table, there must be a new deal. If the deal has been played at one or more tables with the wrong trump, the recorded trump must be taken as correct and the players at the original table take the average score for the deal; if less than three tables are in play, there must be a new deal.

SEC. 11. By the unanimous consent of the players in any match, a trump suit may be declared and no trump turned.

Law V.—Irregularities in the Hand.—SEC. 1. If, on the overplay, a player is found to have either more or less than his correct number of cards, or the trump card is not in the dealer's hand, or any card except the trump card is so faced as to expose any of the printing on its face, and less than three tables are engaged, there must be a new deal. If more than two tables are in play, the hands must be rectified and then passed to the next table; the table at which the error was discovered must not overplay the deal, but shall take the average score.

SEC. 2. If, after the first trick has been turned and quitted on the overplay of a deal, one or more cards are found to have been left in the tray, the players at that table shall take the average score for the deal.

Law VI.—Playing, Turning and Quitting the Cards.

SEC. 1. Each player, when it is his turn to play, must place his card face up before him and toward the center of the table and allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face down and nearer to himself, placing each successive card, as he turns it, so that it overlaps the last card played by him and with the ends toward the winners of the trick. After he has played his card and also after he has turned it, he must quit it by removing his hand.

SEC. 2. The cards must be left in the order in which they were played and quitted until the scores for the deal are recorded.

SEC. 3. During the play of a deal, a player must not pick up or turn another player's card.

SEC. 4. Before a trick is turned and quitted, any player may require any of the other players to show the face of the card played to that trick.

SEC. 5. If a player names a card of a trick which has been turned and quitted or turns or raises any such card so that any portion of its face can be seen by himself or any other player, he is liable to the same penalty as if he had led out of turn.

Law VII.—Cards Liable to be Called.—SEC. 1. The following cards are liable to be called:

(*a*) Every card so placed upon the table as to expose any of the printing on its face, except such cards as these laws specifically provide shall not be so liable;

(*b*) Every card so held by a player that his partner sees any of the printing on its face;

(*c*) Every card, except the trump card, named by the player holding it.

SEC. 2. If a player says, "I can win the rest," "The rest are ours," "It makes no difference how you play," or words to that effect, or if he plays or exposes his remaining cards before his partner has played to the current trick, his partner's cards must be laid face up on the table and are liable to be called.

SEC. 3. All cards liable to be called must be placed face up on the table and so left until played. A player must lead or play them when lawfully called, provided he can do so without revoking; the call may be repeated at each or any trick until the card is played. A player can not, however, be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

SEC. 4. The holder of a card liable to be called can be required to play it only by the adversary on his right. If such adversary plays without calling it, the holder may play to that trick as he pleases. If it is the holder's turn to lead, the card must be called before the preceding trick has been turned and quitted or before the holder has led a different card; otherwise, he may lead as he pleases.

Law VIII.—Leading Out of Turn.—SEC. 1. If a player leads when it is the turn of an adversary to lead and the error is discovered before all have played to such lead, a suit may be called from him or from his partner, as the case may be, the first time thereafter it is the right of either of them to lead. The penalty can be enforced only by the adversary on the right of the

one from whom a lead can lawfully be called, and the right thereto is lost unless such adversary calls the suit he desires led before the first trick won by the offender or his partner, subsequent to the offense, is turned and quitted.

SEC. 2. If a player leads when it his partner's turn and the error is discovered before all have played to such lead, a suit may at once be called from the proper leader by his right hand adversary. Until the penalty has been exacted, waived or forfeited, the proper leader must not lead; should he so lead, the card led by him is liable to be called.

SEC. 3. If a player, when called on to lead a suit, has none of it, he may lead as he pleases.

SEC. 4. If all have not played to a lead out of turn when the error is discovered, the card erroneously led and all cards played to such lead are not liable to be called and must be taken into the hand.

Law IX.—Playing Out of Turn.—SEC. 1. If the third hand plays before the second, the fourth hand may also play before the second.

SEC. 2. If the third hand has not played and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led and, if he has none of that suit, to trump or not to trump the trick; the penalty can not be inflicted after the third hand has played to the trick. If the player liable to this penalty plays before it has been inflicted, waived or lost, the card so played is liable to be called.

Law X.—The Revoke.—SEC. 1. A renounce in error may be corrected by the player making it except in the following cases, in which a revoke is established and the penalty therefor incurred:

(*a*) When the trick in which it occurs has been turned and quitted;

(*b*) When the renouncing player or his partner, whether in his right turn or otherwise, has led or played to the following trick;

(*c*) When the partner of the renouncing player has called attention to the renounce.

SEC. 2. At any time before the trick is turned and quitted, a player may ask an adversary if he has any of a suit to which such adversary has renounced in that trick and can require the error to be corrected in case such adversary is found to have any of such suit.

SEC. 3. If a player who has renounced in error lawfully corrects his mistake, the card improperly played by him is liable to be called; any player who has played after him may withdraw

his card and substitute another; a card so withdrawn is not liable to be called.

SEC. 4. The penalty for a revoke is the transfer of two tricks from the revoking side to their adversaries. If more than one revoke during the play of a deal is made by one side, the penalty for each additional revoke is the transfer of one trick only. It can be enforced for as many revokes as occur during the play of a deal, but is limited to the number of tricks won by the offending side; no pair, however, can score more than thirteen on the play of any one deal. The revoking player and his partner can not score more than the average on the deal in which the revoke occurs.

SEC. 5. A revoke may be claimed at any time before the score of the deal has been agreed upon and recorded, but not thereafter.

SEC. 6. At the end of the play of a deal the claimants of a revoke can examine all the cards; if any hand has been shuffled, the claim may be urged and proved if possible; but no proof is necessary and the revoke is established if, after it has been claimed, the accused player or his partner disturbs the order of the cards before they have been examined to the satisfaction of the adversaries.

Law XI.—Miscellaneous.—SEC. 1. If any one calls attention in any manner to the trick before his partner has played thereto, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led and, if he has none of that suit, to trump or not to trump the trick.

SEC. 2. A player has the right to remind his partner that it is his privilege to enforce a penalty and also to inform him of the penalty he can enforce.

SEC. 3. A player has the right to prevent his partner from committing any irregularity except revoking.

SEC. 4. If either of the adversaries, whether with or without his partner's consent, demands or waives a penalty to which they are entitled, such decision is final; if the wrong adversary demands a penalty or a wrong penalty is demanded, none can be enforced.

SEC. 5. If a player is lawfully called upon to play the highest or lowest of a suit, to trump or not to trump a trick, to lead a suit or to win a trick and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

SEC. 6. If any one leads or plays a card and then, before his partner has played to the trick, leads one or more other cards or plays two or more cards together, all of which are better than any of his adversaries hold of the suit, his partner may be called upon by either adversary to win the first or any subsequent trick to which any of said cards are played and the remaining cards so played are liable to be called.

Single Table, or Mnemonic Duplicate.

The laws of Duplicate Whist govern where applicable, except as follows:

Each player plays each deal twice, the second time playing a a hand previously played by an adversary. Instead of turning the trump, a single suit may be declared trumps for the game. On the overplay, the cards may be gathered into tricks, instead of playing them as required by law (Law 8, Sec. 1). In case of the discovery of an irregularity in the hands, there must always be a new deal.

Solo Whist.

Played with a full pack of 52 cards, by four players. Five may play, in which case each player, in turn, sits out one hand, while the other four play. The dealer of the previous hand is usually selected as the one not to play. Deal three cards to each player for four rounds, then one each, turning up the last card as trump, which trump card belongs to the dealer.

There are seven distinct modes of play in Solo Whist, as follows:

I. To win eight tricks, with the aid of a partner, (called *Proposal*).
II. To win five tricks, playing alone against the other three, (called *a Solo*).
III. To play alone against the other three without a trump suit, and not take a trick, (called *Nullo* or *Misere*.)
IV. To name the trump and take nine tricks, playing alone against the other three, (called *Abundance*).
V. To play with the trump of the suit turned up and take nine tricks, playing alone against the other three, (called *Abundance in Trumps*).
VI. To play against the other three without a trump suit, the lone player's hand being exposed on the table, and he not to take a trick, (called *Open Misere* or a *Spread*).
VII. To play alone against the other three and take all thirteen tricks. The lone player to name the trump and to have the original lead, (called *Abundance Declaree* or a *Slam*).

There are no honors. Only tricks taken count. The highest trump played on a trick, or, if no trump is played, the highest card of the suit led, takes it.

Method of Play.—After the cards are dealt, the player to the dealer's left may bid to play any of the seven games enumerated above. Thus, if his hand be strong enough to risk taking in eight tricks, with the aid of a partner (depending on his partner to take four of them), he may make a Proposal, saying: "I propose." The next player to the left, if he desires to become the first player's partner, may "accept" (called Acceptance), and the two are then partners, and stand to win eight tricks between them, unless some of the other players bid to play a higher game (the seven games ranking as they are enumerated). Thus, the third player may bid a Solo, the next, a Misere, etc., the highest

bid determining the form of game to be played, and superseding all lower bids. No player can bid after he has once passed, except in case one of the players has made a Proposal, and the privilege has gone around to the dealer without being accepted, when the player to the dealer's left (even though he passed before) may *accept*. If a player does not desire to bid or accept, he may *pass*. The privilege of bidding and accepting passes around to the left, and continues until all are through. Thus, if a player has bid one form of game and has been overbid, he may, in turn, overbid the player who overbid him.

In case no one bids, or a proposal is the only bid, and no one accepts, the hands are thrown up, and a new deal is had, the deal passing to the left. Provided, however, that if no one accepts a Proposal, the proposer may, if he desires, change his bid to a Solo.

In some localities, if no bid is made, the trump is turned down and the game is played without trumps, each for himself, the winner of the last trick losing the value of a Solo to each of the other players (called a *Grand*).

There are various methods of computing winnings and losses in Solo Whist. That most generally in vogue is by the use of counters or chips.

In Proposition and Acceptance, the partners, if successful, win 10 chips from their adversaries, which they divide. If unsuccessful, they, between them, pay adversaries 10 chips, which the latter divide.

In Solo, the lone player (if successful) receives from, or (if unsuccessful) pays to, each player 15 chips, making 45 in all that he stands to win or lose.

In Misere, he stands to win or lose 20 chips from or to each of the other three, or 60 in all.

In Abundance, he stands to win or lose 40 chips from or to each of the other three, or 120 in all.

In Open Misere, he stands to win or lose 60 chips from or to each of the other three, or 180 in all.

In Abundance Declaree, he stands to win or lose 80 chips from or to each of the other three, or 240 in all.

In addition to above, one chip is received or paid for each trick taken above or below the number bid for.

Thus, if a player bid a Solo and takes in seven tricks, he receives from each of the others 17 chips, having taken in two tricks more than the five he bid to take.

Sometimes red and white chips are used, the former being valued at five or ten times the latter. All stakes for games are then paid in red chips, and over and under tricks are paid for in white chips.

Thus, in the instance just given, the winner of the seven tricks in Solo would (if red chips were valued at five times that of the white ones) receive three red chips for the Solo, and two white ones for the over tricks, from each of the other three players.

In Proposition and Acceptance, if the partners take in all thirteen tricks, they receive double for the over tricks.

The Proposer and Accepter play as partners, and do not change their seats, no matter where they sit at the table, it not being necessary that they sit opposite each other.

In Misere, Open Misere, or Declared Abundance, over or under tricks are not paid for. If the lone player in Misere or Open Misere takes a trick, or in Declared Abundance loses one, the hands are thrown up.

In Open Misere (Spread), the lone player's hand is not exposed until all have played to the first trick.

The fact that in Abundance Declaree the successful bidder has the lead does not change the deal for the next hand.

In general, the rules for Whist apply as to misdeals, playing, etc., but a misdeal does not lose the deal.

In case of a revoke, the side revoking can not win that hand, but must pay the same as if the game had been lost; they must play out the hand, however, then transfer *three tricks* to their adversaries. After the hand is played out, and the three tricks transferred, the over and under tricks are computed and paid for.

Solo Whist for Three Players.—Discard the Two, Three and Four spots of each suit, playing with 40 cards. The 40th card is turned up for trump, and belongs to no one, simply indicating the trump suit.

There is no Proposal or Acceptance, Solo being the lowest bid.

In some localities, to avoid the hands being thrown up when all have passed, each player is given an opportunity to bid to play what is called a Six-trick Solo. If a player, on the second call for bids, offers to play a six-trick Solo, he stands to win six tricks, playing alone against the other three, he naming any suit as trump which he may desire.

The stake is the same as for a regular Solo—tricks below or above six being counted as under and over tricks.

Sometimes Three-handed Solo is played by discarding one entire suit, playing with three suits only.

Mort.

(DEAD WHIST—FRENCH DUMMY.)

Mort is a game of two players against one (the live player), who plays two hands—his own, concealed, and a dead or dummy hand (Mort), exposed, opposite him. Four can play, but in this case the fourth (the live player's opposite) must remain out of the game while the live player plays his exposed hand.

Cut for deal, low dealing and taking Mort as a partner. Deal as in Whist, except that the dealer deals first to himself, or to

Mort, at his discretion, thence around to the left. Use a full 52-card pack. The dead or dummy hand is turned face up on the table as soon as the deal is completed.* The live player deals at the beginning of each new game—the Mort passing around toward the left at the end of each game. A misdeal does not lose the deal. The cards must be dealt over by the same dealer.

The play proceeds exactly as in Whist—the live player playing from both the dummy hand and his own in turn.

The rules for revoke are the same as in Dummy Whist. The penalty for revoke is the adding of three points to opponents' score, or the taking of three points from the score of the revoking side, or the transfer of three tricks from them to opponents, at the latter's option; provided, however, that it is not permissible to take *all* the tricks belonging to the revoking side. At least one trick must be left them. Neither is it permissible to divide the penalty. One or the other of the three above plans must be adopted by opponents, and not a combination of two or more of them.

Honors.—There are no Honors in Mort.

Slams.—The side taking in all thirteen tricks scores a Slam. These tricks must be actually taken in in play, tricks confiscated for revoke not counting. A side revoking can not score a Slam that hand. (For value of a Slam see Scoring.)

Scoring.—As in Whist, the first six tricks form a book and score nothing. Each trick over six taken in counts one point. As the live player plays against two opponents, whatever score he makes is doubled. A game consists of five points, but neither side can win out in the middle of a hand. The hand must be played out, and all points made counted. Thus, the live player may need only two points to go out, and takes in the first seven tricks—the odd trick (doubled) scoring him two points, or enough to score out. He can not stop playing, but concludes the hand, winning the eighth trick, while the opponents take the remaining five tricks. The live player counts all the points he made and wins a game of seven points.

To the score of the winners of a game is added the following: Three points (a triple) if opponents have not scored; two points (a double) if opponents score one or two; one point (a single) if opponents score three or four. In addition to above, four points (bonus, or consolation points) are added to winner's score in every instance. In the case of the live player, all of above to which he is entitled are added before his score is doubled.

A Slam scores the side making it twenty points, but these twenty points are not scored until the end of that game after all

*In some circles, the dummy hand is not exposed until the first card has been led.

other points have been scored. A memorandum of the Slam is made at the time it is played, and after the game is completed and all other points scored, the twenty points for Slam are added to the side which is entitled to them. A Slam does not *win the game* at the time it is made. Thus, if the score be 4 to 4, and one side makes a Slam, they can not score out on it (though they have seven tricks over the book), but another hand must be played to decide who wins the game.

EXAMPLE IN SCORING.—The live player and his partner (in a four-handed game) win a game with a score of 7 to 2, their opponents having also made a Slam. The former scores 7 (points won), plus 2 (for double), opponents only having scored 2), plus 4 (bonus or consolation), equal 13. This, being the live player's score, is doubled, giving him 26 points. Opponents score 2 points won, plus 20 for Slam, equal 22. The live player thus wins 4, which must be paid him by the two opponents.

The silent player, in a four-handed game, may or may not share in the fortunes of the live player—dividing winnings and losses with him. In France, the live player stands to win or lose himself, the silent player taking no part whatever in the game.

Cayenne Whist.

(CAYENNE—MANTEUFFEL.)

For Four Players.—Use two full packs of 52 cards. Deal 13 cards—4, 4 and 5, or 6 and 7—to each player, from one of the packs. The dealer's partner then shuffles the extra pack, and the player at dealer's left cuts it, turning up the card cut—called the Cayenne card. This card is not turned for trump card, but merely to decide which *suit* is most valuable in naming the trump, as hereafter explained.

The dealer may now declare any suit trump that he desires, or to play the Grand Game (without any trump), or to play Nullo (explained hereafter). If he does not desire to do any of these, he may pass the option to his partner, who must decide.

As in Whist, the first six tricks (a book) taken in do not count. In case the trump is named of the same suit as the Cayenne card, each trick over six taken in counts four points, and the value of Honors is multiplied by four. (See Honors).

In case the trump is of the next suit (same color) as the Cayenne card, each trick over six counts three points, and Honors are multiplied by three.

In case the Cayenne card is red, and *Clubs* be named as trumps, or in case it be black, and *Hearts* be named as trumps, each trick over six counts two points, and Honors are multiplied by two.

If the Cayenne card be red, and *Spades* be named as trumps, or if it be black, and *Diamonds* be named as trumps, each trick over six counts one point, and Honors are worth their original value.

Grand Game.—In case the dealer (or if he pass, his partner) has a strong enough hand, he may elect to play without any trump, or the Grand Game—this game being strict Whist without a trump. Each trick taken in over six counts eight points. There are no honors.

Nullo.—If the dealer (or his partner) elect to play Nullo, the Cayenne card is turned down and the play proceeds without a trump—the object being, however, to take as few tricks as possible and to make opponents take as many as possible. In Nullo each trick over six taken in by one side counts the opposing side eight points. There are no honors.

In Nullo, the Ace of each suit ranks lower than the Deuce, being the lowest card of the suit, unless the player holding it desires it to rank above the King. If he thus desires, he must so announce as he plays it, and before the next player has played to the trick.

Honors.—The Ace, King, Queen, Jack and Ten of trumps are honors. Two partners holding three honors in their combined hands score two points; four honors, four points; five honors, six points.

The Play.—When the trump is decided, the player at the dealer's left leads, and the play proceeds as in Whist, Cayenne being subject to the same rules and laws as Whist, except that a misdeal does not lose a deal. The same dealer must deal over, and with the same pack of cards. The penalty for revoke is the scoring of the value of three tricks (according to what suit is trump) by the adversaries. The revoking side can not score a game that hand, but they can play the hand out and score all they win up to nine.

Scoring.—After the hand is played out, the points are counted and scored as follows: 1st—Revoke penalties; 2d—Points for tricks taken in; 3d—Honors.

Each game consists of ten points, and the Rubber is scored for the side who first makes four games.

In scoring, however, a game won is not scored as *one game*, but is scored as one (single), two (double), three (triple), or four (quadruple) *scoring points* (described hereafter); that is, each game won is scored according to its value, as one, two, three or four scoring points.

One of the principal peculiarities of Cayenne is that more than one game can be counted in a single hand, and that all odd points left over are counted toward the next game. If one side scores, however, and the other side has any odd points left over from the previous hand, these odd points are wiped out or canceled.

The winners of the Rubber score eight scoring points for "the Rubber," in addition to all other points scored for the games won.

Values of Games Won.—As stated above, when a game of ten points is won, it is not *scored* as *one game*, but is scored as one, two, three or four scoring points, according to the following rules:

If a side win a game (10 points) before adversaries make a single point, the game is scored as a quadruple, or four scoring points.

If a side win a game (10 points) before adversaries make four points, the game is scored as a triple, or three scoring points.

If a side win a game (10 points) when adversaries have made four or more points, but less than seven, it is scored as a double, or two scoring points.

If a side win a game (10 points) when adversaries are at seven, eight or nine points, it is scored as a single, or one scoring point.

Note the difference between "points" and "scoring points." The points are those made in the course of play by winning tricks, Honors, etc., each ten points constituting a game. The scoring points indicate the *value* of the *games* won. Thus, A–C may win a game of ten points in the first hand, adversaries not scoring. The game won constitutes the first of the four games necessary for the Rubber, but is scored as "4"—being a quadruple (since adversaries did not score), and, therefore, valued at four scoring points.

The following example will more clearly illustrate all of the above rules:

FIRST HAND.—A–C announce the Cayenne suit as trumps, and win 2 tricks (over the book of 6) and 2 Honors (they holding 3 Honors). Being played with the Cayenne suit as trumps, these points are multiplied by 4, thus scoring: 2 + 2 = 4 points X 4 = 16 points. A–C thus score 1 game and 6 odd points toward the next game. As adversaries did not score, the game won is scored as 4, or a quadruple, thus:

A–C—4, with 6 odd points to their credit.
B–D—0.

SECOND HAND.—B–D play with Clubs as trump (Spades being Cayenne), and win 4 tricks (over the book of 6) and 4 for Honors, A–C not scoring. Being played in the same color suit as Cayenne, B–D score 4 + 4 X 3 = 24 or 2 games and 4 odd points toward the third game. The fact that B–D scored wipes out or cancels the 6 odd points which were to the credit of A–C. On account of these 6 points being to A–C's credit when B–D scored their first game, it can not be counted as a quadruple, but only as a double. The second game, however, scores B–D a quadruple. The score, therefore, now stands:

A–C—4 – 0.
B–D—2—4, with 4 odd points to their credit.

B–D have now won 2 games, and must win 2 more games, or 20 points (less their 4 odd points) to win the Rubber, while A–C have won 1 game and need 3 more games, or 30 points, to win the Rubber.

THIRD HAND.—A–C play the Grand Game, but fail to score, B–D taking 2 tricks (over the book of 6). B–D thus count 2 X 8 = 16, or 1 game and 6 points, which, added to the 4 odd points already to their credit, equal 20 points or 2 games. As they have already won 2 games in the previous hand, these 2 games give them the Rubber (for which they score 8 additional scoring points). Each of the 2 games won in the last hand are quadruples, and the score now stands:

A–C—4—0.

B–D—2—4—4—4 + 8 for Rubber = 22.

The score of the losers, A–C, is now subtracted from that of the winners, showing that B–D won the Rubber by 18 points.

Although a side, by scoring, wipes out or cancels all odd points of adversaries, these odd points must first be considered as to their effect on the score.

Thus, if A–C have 1 odd point and B–D score a game, A–C not scoring, B–D can not score a quadruple on account of the odd point. They, therefore, score a triple, and at the same time the odd point is canceled. So, if B–D had scored 2 games, the odd point would have prevented the first of them from being a quadruple, but not the second. B–D would thus score a triple and a quadruple.

Neither side can score a game on Honors *alone*. They can count for Honors up to nine points, provided opponents do not score ten or more by tricks. If, however, they win one or more tricks, they can score all points made for Honors.

Thus, on the first hand, if A–C have 5 by Honors, and B–D 12 by tricks, the latter score a quadruple, A–C not being entitled to score their Honors. If, however, B–D had scored less than 10 on tricks, say 8, A–C could score their 5 for Honors, the score then standing 5 odd points to 8 odd points, and the next hand would decide whose odd points should be canceled and whose c unted.

A side winning all thirteen tricks (Grand Slam) scores six scoring points, in addition to their regular score.

A side winning all the tricks but one (twelve tricks, or Little Slam), scores four scoring points in addition to their regular score.

In Nullo, Grand Slam is scored by *not* taking in a trick, and Little Slam by taking in only one trick.

Dummy Whist.

For Three Players, the fourth hand (Dummy) being exposed, face up, on the table. Use a full pack of 52 cards. Cut for deal, the lowest dealing and taking "Dummy" as partner for that Rubber. The Dummy is dealt opposite him, just as if a partner were playing with him. In dealing, however, the player must deal as if it were the Dummy's deal, that is, deal the first card to the player at the left of the Dummy, the next to himself, the third to the player at the right of Dummy, and then to the Dummy. In fact, it is considered that the Dummy is dealing—the player to the right of Dummy leading.

At the end of each Rubber, Dummy changes partners—thus being the partner of each of the players in turn. Dummy deals the first hand of each Rubber, the partner dealing the cards for Dummy, as above.

In general, the laws and rules of Whist apply, except that Dummy is not liable for a revoke, as its cards are exposed to adversaries.

Dummy's partner is not liable for an exposed card, or for any remark, such as that trick or game is his, since Dummy being blind and deaf, there is no advantage to be gained by its partner. Should Dummy revoke, it can not be remedied after the trick is quitted, but the game must continue as if no revoke had occurred. If, however, Dummy's partner lead from the wrong hand, the card led may be called.

Seven points are game, but the players may, at their discretion, change this to five or ten points.

Double Dummy.

For Two Players.—Each playing with a Dummy, or exposed hand, for a partner. The laws and rules are the same as for Dummy Whist, except there is no misdeal. The dealer is at a disadvantage. The deal passes to the left, the players dealing for themselves and their Dummy partner in turn. There is no penalty for revoke, exposed cards, etc.

Bridge Whist.

This variety of Whist is fast coming into popular vogue. A full pack of 52 cards is used. The laws of Whist apply as to formation of tables, shuffling, cutting and dealing. In case of a misdeal, however, the same hand deals again. No trump card is turned.

After the cards have been taken up, the dealer has the option of declaring what suit shall be trump, or whether the hands shall be played *sans atout* or *grand* (without trumps). Or the dealer may pass this option on to his partner, who must then name a trump or declare to play *sans atout*. If the partner names a trump suit or Grand before the option has been properly passed to him by the dealer, a new deal must be had.

A declaration can not be changed after it is once made. If Spades are named as trump, each trick over six taken in counts two points; if Clubs, four points; if Diamonds, six points; if Hearts, eight points. If the hand is played *sans atout*, each trick over six taken in counts twelve points. In case both the dealer and his partner refuse to name a trump, the hand must be played *sans atout*.

After the dealer or his partner has declared regarding the trump, the adversary at the dealer's left has the privilege of *doubling*, or may pass the option to his partner. If they so *double*, each trick over six is counted at double its original value, thus: In Spades, four; Clubs, eight, etc.

If the adversaries double, the player who originally declared the trump may *redouble*, or may pass the option to his partner. Each trick over six is then counted at four times its original value, thus: Spades, eight; Clubs, sixteen, etc.

If this is done, the adversary who *doubled* first may again redouble, or pass the option to his partner, and this redoubling is continued until one or the other sides declare to *play*, the value of each trick being multiplied by two at each redouble.

In case the hand is played *sans atout*, through failure of the dealer or his partner to name a trump, there is no doubling allowed, but the simple Grand Game must be played.

Honors, Chicane and Slam.—In addition to the points scored for tricks, as above, the following count when held in the hands:

Honors.—If a player and his partner conjointly hold:

I. The five Honors* of the trump suit, they score for Honors five times the value of a trump trick (exclusive of any doubling).

II. Any four Honors of the trump suit, they score four times the value of a trump trick; or any three Honors, two times the value of a trump trick (exclusive of any doubling).

III. Five Honors, four being held in one hand and the fifth in partner's hand, score four and one-half times the value of a trump trick (exclusive of any doubling).

IV. Four or five Honors, held in one hand, count double the above.

If the Grand is played (no trump), Honors are counted thus:

I. Four Aces in the hand of a player and his partner (conjointly) score forty points.

II. Any three Aces held as above, thirty points.

If a player in his own hand (in Grand) holds the four Aces, it scores his side one hundred points.

See Table of Payments, page 77.

Chicane.—If a player holds no trumps, his side scores for Chicane twice the value of a trump trick (exclusive of any doubling). Chicane must be claimed only after the hand is played out. If declared before all the cards are played, it can not be scored.

Slam.—If either side take in (exclusive of a penalty for revoke) all thirteen tricks, it is called *Grand Slam*, and scores them

*The Honors consist of Ace, King, Queen, Jack and Ten of the trump suit. When there is no trump, they consist of the four Aces.

forty points; if they take in twelve tricks, it is called *Little Slam*, and scores them twenty points.

All points made for Honors, Chicane or Slam are not scored until the end of the Rubber. (See "The Rubber.")

The Play.—When all are through doubling or redoubling, the player on the dealer's left leads a card; the dealer's partner then lays his cards face up on the table, and withdraws from the game. The dealer now plays both his partner's (exposed) hand and his own, playing from each in turn, but he does not expose his own hand. The play and lead is exactly as in Whist. After the dealer's partner has laid down his cards, he can take no further part in the play, except to play such cards from his exposed hand as the dealer shall designate. He can not make any suggestion, or hint what card he shall play, under penalty of such card being called; neither can he leave his seat to examine the hand of partner or adversaries.

The exposed hand (Dummy) is not liable to a penalty for revoke, as it is in plain view of adversaries while being played; a trick in which such revoke occurs stands good, unless discovered before it is turned down.

Penalties for exposed cards, misplays, etc., and cards liable to be called, are the same as in Whist.

The Rubber.—The Rubber is the best of three games. If the same players win the first two, the third is not played.

Scoring.—Each game consists of thirty points, scored from points made by taking in tricks only. Points made for Honors, Chicane and Slams do not count for game.

In keeping the count, the score for Honors and that for tricks should be kept entirely separate.

An account of Honors, Chicane and Slam points is kept until the end of the Rubber. The winners of the Rubber score one hundred points. Each side then counts up all points made for tricks, Honors, Chicane, Slams and for winning the Rubber, and the side having the most points wins. It is thus possible that the winners of the Rubber may be the losers by points. In case either side scores the thirty points necessary to win a game during the playing of a hand, such a hand must be played out, and all points made be scored.

The Revoke.—The penalty for a revoke is the transfer of three tricks to the opposing side. Tricks taken for a revoke do not count for Slams. At least one trick must be left to the revoking side. The latter can not win the game that hand, no matter what they make; they may play the hand out, however, and score all they make up to twenty-eight, or within two points of going out.

TABLE OF POINTS.

WHEN TRUMPS ARE	♠	♣	♦	♥
Each trick above 6 counts	2	4	6	8
Honors: Three Honors count	4	8	12	16
Honors: Four Honors count	8	16	24	32
Honors: Five Honors count	10	20	30	40
Honors: Four Honors in one hand count	16	32	48	64
Honors: Five Honors (one in partner's hand) count	18	36	54	72
Honors: Five Honors in one hand count	20	40	60	80
Chicane counts	4	8	12	16

WHEN THERE ARE NO TRUMPS	
Each trick above 6 counts	12
Honors: Three Aces count	30
Honors: Four Aces count	40
Honors: Four Aces in one hand count	100

IN ALL CASES	
Grand Slam counts	40
Little Slam counts	20

Dummy Bridge

Is played by three persons, and is usually played in single games instead of rubbers. If played in single games, the winner of the game adds fifty points to his score; if in rubbers, one hundred, the same as in Bridge.

The player who draws the lowest card has Dummy, and Dummy always deals first.

The dealer, whether he be the partner of Dummy or one of the adversaries, always makes the trump from the hand for which he deals, and, if Dummy's partner, before he looks at his other hand.

The left-hand adversary of the dealer is the only player allowed to go over, and, if such left-hand adversary is Dummy or his partner, he can not go over if he has previously looked at the hand at the dealer's right.

There is only one hand exposed, the original Dummy remaining a dummy hand during the entire game or rubber. When either of Dummy's adversaries is dealer, his partner does not display his hand.

In all other respects, the game is played the same as Bridge.

Humbug Whist.

For Two Players.—Four hands are dealt, the same as in Whist, and the last card is turned up for trump. Each player examines the thirteen cards dealt him, and if he is satisfied to play with them, so announces. If he desires, however, he may,

instead of playing with the original hand dealt him, exchange it for the hand on the table at his right, discarding his original hand altogether. If the dealer discards his original hand, he loses the turned-up trump card, but the trump suit remains the same. If the player announces that he will play with his orignal hand, he must not examine the other hand dealt him.

Each of the two players deals for himself in turn, there being no deal for the blind hands. The non-dealer leads, and the cards are played as in Whist. Each trick taken in over six scores one point, five points being game. If each player holds two Honors neither can score, but if one holds none or one Honor, and the other two, three or four, the latter is entitled to score one point for each Honor. Three tricks is the penalty for revoke.

For Three Players.—Four hands are dealt, as in Whist, one to each of the players, and a spare hand called the "Widow." In each round the fourth card is dealt to the dealer; the last card is turned for a trump.

The player at the dealer's right has the privilege of exchanging his hand for the "Widow;" if he declines this privilege, it passes to the player at his left, and, if declined by him, then to the dealer. In exchanging a hand for the "Widow," the hand must not be exposed. The dealer, in exchanging, surrenders the trump card, but the trump suit remains as before.

When either of the players has taken the "Widow," or all have declined the privilege, the play proceeds as at Whist, each player, however, playing for himself, without a partner. Honors are not counted, and four tricks make a book.

Each player starts with a score of nine; each trick he takes in any hand over a book counts one off of this score, and for each trick he falls short of a book he is "set up" one point (*i. e.*, one point is added to his score). The player who first succeeds in reducing his score to nothing wins from each of his adversaries by the number of points at which their score stands at the completion of the deal on which the winner retires.

Three-handed Whist.

Discard the two, three and four spot of each suit and the Five of Spades. Deal thirteen cards to each player, and play as in Whist. The rules and laws of Whist apply. Four tricks are a book, each trick in excess of four, therefore, scoring one point. Ten points are game.

Two-handed Whist.

Use a full pack of 52 cards, ranking as in Whist. Two can play. Cut for deal, Ace being low. Deal thirteen cards to each and turn up the next card for trump. The dealer's opponent

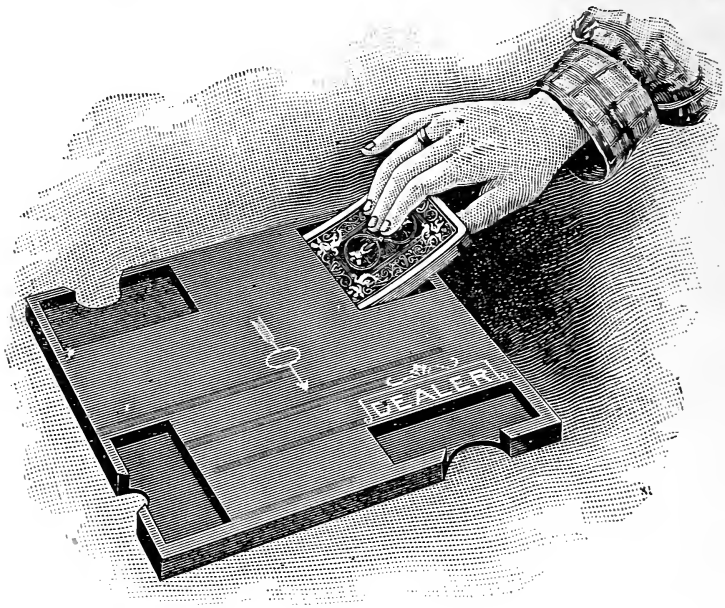
leads and tricks are taken exactly as in Whist, the same rules and laws applying. The player first taking seven tricks wins the game. A revoke forfeits the game if the trick is quitted before it is discovered.

The above is also known as "THIRTEEN AND THE ODD."

Another method is to permit each player to discard from his hand as originally dealt him such number of cards as he pleases; the dealer then, laying aside the card turned as trump, deals first to his adversary the number of cards which he has discarded, and next to himself the number which he has discarded. Each trick taken above six counts one toward game, which is seven points. A revoke costs three tricks.

Another method is sometimes known as "Yankee Whist." In this the whole fifty-two cards are dealt, the first thirteen to each player, separately and face downwards, the others separately face upwards on top of the first thirteen. Cards can be played only when face upwards. As each card is played, the card under it is turned face upward and becomes liable to play. Players must follow suit, if they have a card of the suit led, face upwards; but there is no penalty for a revoke, since all the cards in play are exposed to both players, and the adversary can insist on the correction of a renounce in error. The player who takes the larger number of tricks wins by the excess of his tricks over those taken by his adversary.

Paine's Whist Tray.



Neat and attractive.

No effort to insert or remove cards from tray.

Cards can not be displaced no matter how carelessly handled.

The most compact Duplicate Whist Set made—16-tray set, in box, measures less than 8 inches each way.

Very strong and durable.

The favorite among Clubs and Whist players.

Prices: 8-Tray Set, $4.00.
12-Tray Set, $5.00.
16-Tray Set, $6.00.
20-Tray Set, $7.00.
24-Tray Set, $8.00.

THE U. S. PLAYING CARD CO., CINCINNATI, U. S. A.

SOLE AGENTS.

A $20.00 Series of Whist Lessons FREE,

to each purchaser of a set of Paine's Whist Trays.
Write us for particulars.

Grand Prix, International Exposition, Paris, 1900.

ROOKWOOD INDIAN BACK.

SPINNING WHEEL BACK.

Congress
Playing Cards

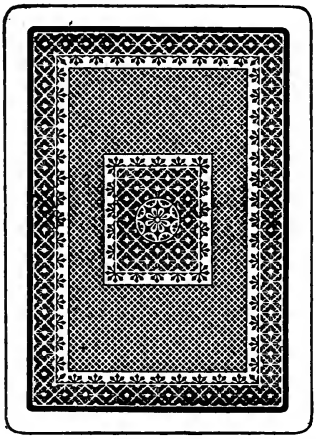
(Gold edges) are used exclusively at nicely appointed card parties. These cards are so handsome, thin, elastic and highly polished, that it is a pleasure to play with them. The wise society hostess knows that a new, crisp, handsome pack of cards on each table will draw more evidences of appreciation from her guests than will rich decorations or an elaborate lunch.

Congress cards contain such popular designs—in gold and many colors—as Rookwood Indian, Sitting Bull, George Washington, Martha Washington, Good Night, Spinning Wheel, Napoleon, Josephine, Rube, Yacht, Delft, and many others.

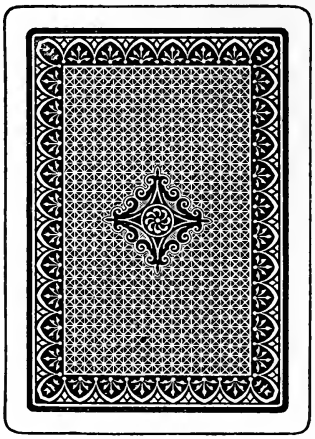
The United States Playing Card Company,

CINCINNATI, U. S. A.

No. 202A. Sportsman's Playing Cards.



INLAID BACK.

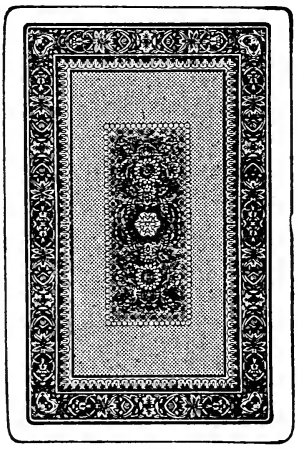


NET BACK.

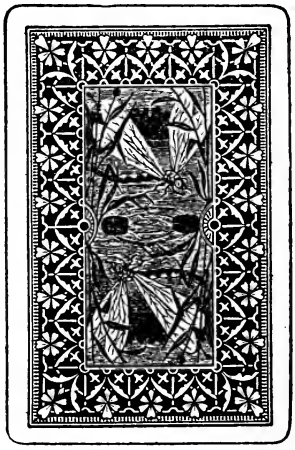
A perfect standard size Whist card. Flexible; durable; high luster finish. Face and back designs sharply and cleanly engraved and printed on enameled tints—various colors. Extra large indexes.

Sold by dealers, or sample pack, plain edges, sent for 50c.

No. 175. National Whist Playing Cards.



SINGLETON BACK.



MOSQUITO BACK.

Very similar to the Sportsman's card above described, but Whist size—one-fourth inch narrower—and with regular size indexes. A fine Whist card.

Sold by dealers, or sample pack, plain edges, sent for 50c.

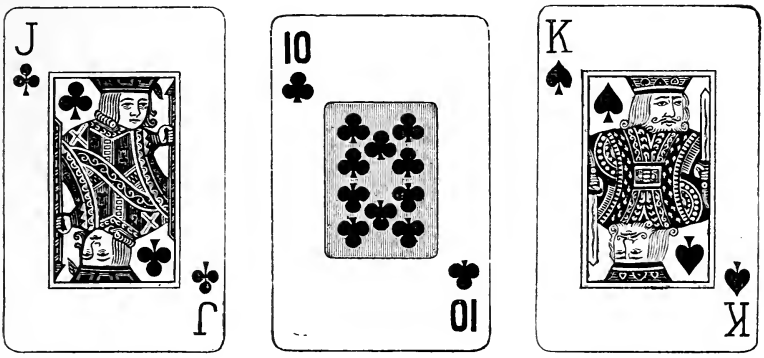
The U. S. Playing Card Co.,

CINCINNATI, U. S. A.

No. 39.

Trophy Whist

Playing Cards.



When the Trophy Whist card was issued a few seasons ago, it became immediately popular with whist players. Its large prominent indexes were so easy to read that mistakes were impossible. In the new edition of this card (just issued), we have still further improved the Trophy card by changing the fancy Kings, Queens and Jacks to the old-time, conventional designs. The approbation with which this change has been received by whist players, convinces us that it will make the Trophy Whist card more popular than ever before.

Made of the finest quality stock—thin, flexible and with high luster finish.

Sold by dealers generally, or sample pack, plain edges, sent for 50c; gold edges, 60c.

The U. S. Playing Card Co.

CINCINNATI, U. S. A.

"Bicycle"

Playing Cards

Are used every-where,

Said a gentleman who was connected with the Chicago World's Fair and Midway: "Among the strange people in the Plaisance, I have seen games played with cards brought from every corner of the earth—cards gritty from the sands of the Sahara, cards soiled by the blubber of the Esquimaux, cards damp from the sea winds of the South Sea Islands—but from whatever quarter they come, they are of one make and one brand—'Bicycle.'"

The above facts are not the result of chance. "Bicycle" cards are used all over the world, because experience has proved to players that they are the best that can be obtained for the price. They excel all others in slip, finish and dealing qualities. Do not accept substitutes or imitations. The genuine cost no more.

The United States Playing Card Company,

CINCINNATI, O., U. S. A.

Grand Prix, International Exposition, Paris, 1900.

ROOKWOOD INDIAN BACK.

SPINNING WHEEL BACK.

Congress
Playing Cards

(Gold edges) are used exclusively at nicely appointed card parties. These cards are so handsome, thin, elastic and highly polished, that it is a pleasure to play with them. The wise society hostess knows that a new, crisp, handsome pack of cards on each table will draw more evidences of appreciation from her guests than will rich decorations or an elaborate lunch.

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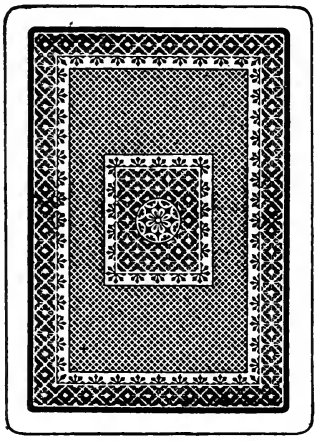
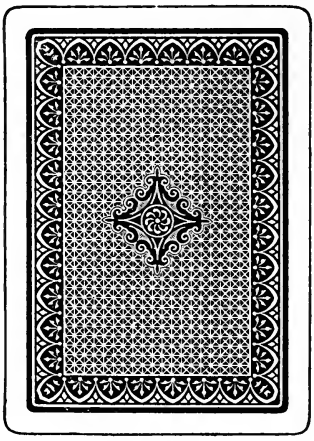
The United States Playing Card Company,

CINCINNATI, U. S. A.

No. 202A. Sportsman's Playing Cards.



INLAID BACK.



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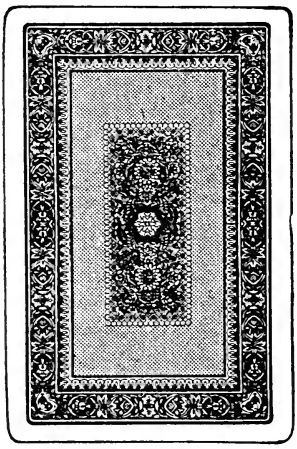
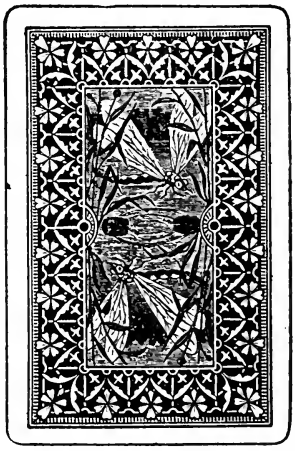


SINGLETON BACK.



MOSQUITO BACK.

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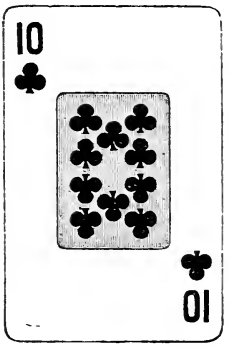
The U. S. Playing Card Co.,

CINCINNATI, U. S. A.

No. 39.

Trophy Whist

Playing Cards.



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Made of the finest quality stock—thin, flexible and with high luster finish.

Sold by dealers generally, or sample pack, plain edges, sent for 50c; gold edges, 60c.

The U. S. Playing Card Co.

CINCINNATI, U. S. A.

"Bicycle"

Playing Cards

Are used every-where,

Said a gentleman who was connected with the Chicago World's Fair and Midway: "Among the strange people in the Plaisance, I have seen games played with cards brought from every corner of the earth—cards gritty from the sands of the Sahara, cards soiled by the blubber of the Esquimaux, cards damp from the sea winds of the South Sea Islands—but from whatever quarter they come, they are of one make and one brand—'Bicycle.'"

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The United States Playing Card Company,

CINCINNATI, O., U. S. A.

Congress

Playing Cards In Miniature.

SECOND EDITION.

THE U. S. PLAYING CARD CO.
CINCINNATI, U. S. A.

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CINCINNATI, U. S. A.

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Playing Cards

(GOLD EDGES.)

Are always satisfactory to place before card party guests. They are pleasing to look upon. Their rich designs in colors harmonize with the most elegant surroundings.

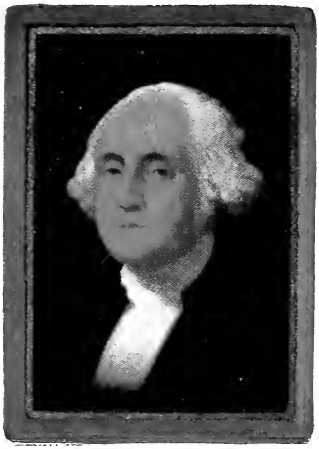
Their clear-cut, cleanly printed faces and large indexes make mistakes in reading the cards almost impossible.

They are so thin, crisp and elastic, and so highly finished, that it is a pleasure to play with them.

CONGRESS CARDS are for sale by dealers everywhere. If your dealer can not supply you, write us and we will send you the address of a dealer in your locality who will.

Congress Playing Cards.

(GOLD EDGES.) THIN, CRISP, ELASTIC.



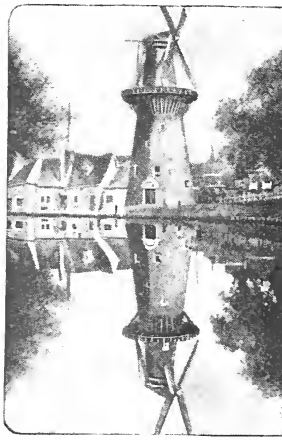
GEORGE WASHINGTON BACK.

CHAMELEON BACK.

MARTHA WASHINGTON BACK.

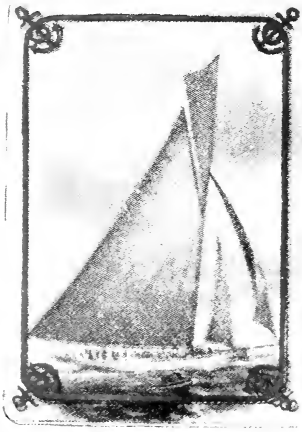
CONGRESS DELFT BACK.

SITTING BULL BACK



ROTTERDAM DELFT BACK.

NAPOLEON BONAPARTE BACK.



YACHT BACK.

JOSEPHINE BACK.

Back designs copyrighted, 1899–1900–1901, by The U. S. Playing Card Co., Cincinnati, O.

Above illustrations are one-quarter the actual size of cards.

In ordering, do not tear or mutilate book, but order by name and color of back.

Congress Playing Cards.

(GOLD EDGES.) THIN, CRISP, ELASTIC.

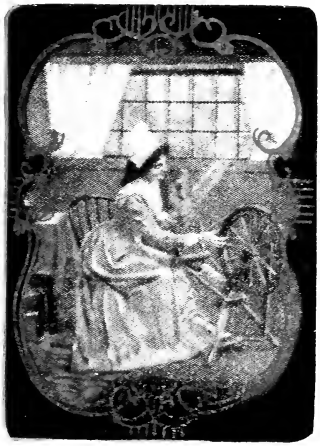
MOON FAIRY BACK.

GOOD NIGHT BACK.

DIANA BACK.

SPINNING WHEEL BACK.

ROOKWOOD INDIAN BACK.



SPINNING WHEEL BACK.

OLD MILL BACK.

RUBE BACK.

OLD MILL BACK.

Back designs copyrighted, 1899–1900, by The U. S. Playing Card Co., Cincinnati, O.

Above illustrations are one-quarter the actual size of cards.

In ordering, do not tear or mutilate book, but order by name and color of back.

Congress Playing Cards.

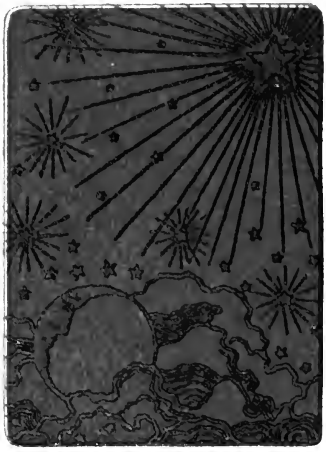
(GOLD EDGES.) THIN, CRISP, ELASTIC.

DRAGON BACK.

FROG BACK.

DRAGON BACK.

BUTTERFLY BACK.



STARLIGHT BACK.

OWL BACK.

WEB BACK.

STORM BACK.

WEB BACK.

Above illustrations are one-quarter the actual size of cards.
In ordering, do not tear or mutilate book, but order by name and color of back.

No. 68. The Nile Fortune-Telling Cards.

"Fortune-Telling" affords much entertainment at bazaars, lawn fêtes or house parties. These cards enable any one to become a fortune-teller without study or memorizing. The meaning of each card is plainly printed on its face. Full instructions, adapted from old Egyptian methods, accompany each pack. Cards may be used for playing all card games as well.

PLAIN OR GOLD EDGES.

No. 39. Trophy Whist Playing Cards.

A most satisfactory card for Whist players, because corner indexes are large and easily read. Court cards have conventional faces, spot cards are printed on tinted panels, surrounded by wide margins. Backs have geometric designs. Fine quality; perfect finish and slip.

Whist size (2¼ x 3½ inches) ¼-inch narrower than standard size card.

PLAIN OR GOLD EDGES.

No. 175. National Whist Playing Cards.

A favorite card with Whist players. Clear-cut conventional faces and corner indexes; tinted enameled backs. Made of pure linen stock; perfect slip and finish.

Whist size (2¼ x 3½ inches) ¼-inch narrower than standard size.

PLAIN OR GOLD EDGES.

No. 888. **Mystic** Playing Cards.

Designed especially for secret society men. Backs and Jokers have emblematic designs in the proper colors. The Elks, Shriners, Odd-Fellows, K. of P. and Goat backs. Club faces; large corner indexes; fine quality.

PLAIN OR GOLD EDGES.

GOLD EDGES ONLY.

No. 1. Bijou Whist Playing Cards.

Players who desire the finest Whist card made will select the Bijou. Conventional design faces, printed in five colors; backs richly decorated in brilliant colors. The finest laid linen stock. Finish and slip are perfect. Whist size (2¼ x 3½ inches) ¼-inch narrower than standard size.

No. 65x. The Stage Playing Cards.

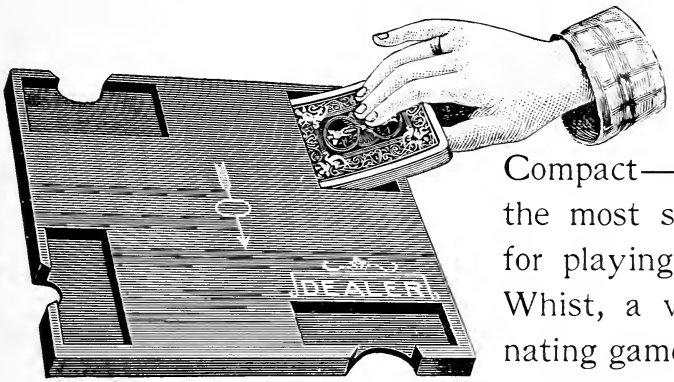
A pleasing novelty. The Court cards show medallion portraits of favorite actors and actresses, in settings of gold and colors. Tinted panel spot cards. Very handsome and appropriate for a gift or card party prize.

GOLD EDGES ONLY.

Whist Lessons Free.

$20.00 course, by mail, with each set of Paine's Whist Trays bought from your dealer. Write us for particulars. Our booklet, "Simple Whist," teaches principles of the game in an evening. Mailed for 2c. stamp.

PAINE'S DUPLICATE WHIST TRAYS.



PAINE TRAY.

Compact—Durable—the most satisfactory for playing Duplicate Whist, a very fascinating game. Can be learned in an evening. Skill alone counts—not luck. Above book explains. Trays covered by 18 patents. Infringements prosecuted. Sold by dealers, or address

The U. S. Playing Card Co., Dept. 37, Cincinnati, U. S. A.

The U. S. Self=Scorer

For four and six-handed progressive games. Copyrighted 1897. Patented October 19, 1897. Will detect and instantly correct errors in the score, and the final count may be made quickly and without confusion. The only scoring system by which tie games and lone hands can be scored to advantage. Put up in sets from 1 to 100 tables. Scores 40 games.
Sold by dealers, or sample set, 15c. per table.

The United States Playing Card Company,

CINCINNATI, U. S. A.

TABLET READY FOR BEGINNING PLAY.

SLIPS FOR SCORING LONE HANDS.

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